

1987 CHICAGO BEARS
Central Division Champions

DEFENSIVE GOALS

1. Allow less than 17 Points Per Game.
2. Force 3 or More Turnovers Per Game.
3. Score on Defense or Give the ball to our offense 2 Times Inside the Opponents 50 Yard Line.
4. Sack the QB 3 Times Per Game.
5. Intercept 1 Out of 17 Passes Thrown.
6. Do Not Allow a Run Over 20 Yards.
7. Do Not Allow a Pass Over 25 Yards.
8. Do Not Allow a TD Following a Sudden Change of Momentum By An Opponent's Play. (-40) ((Turnover, Kick Return, Big Play, etc.))
9. Stop 65% of Opponent's 3rd Down Attempts.
10. Keep Opponent's Total Yards Gained Rushing and Passing Below 275 Yards For Game.

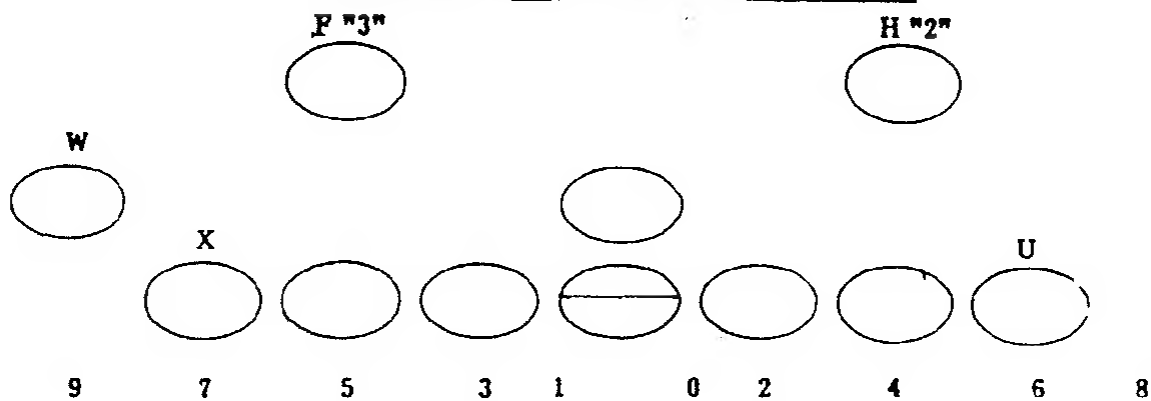
NAMES OF OFFENSIVE POSITIONS

F or 3	:	Fullback
H or 2	:	Halfback
M	:	3rd Tight End in game or Move Man
R	:	5th Wide Receiver in game
U	:	2nd Tight End in game
V	:	4th Wide Receiver in game
W	:	Flanker
X	:	Tight End
Y	:	Split End
Z	:	3rd Wide Receiver in game

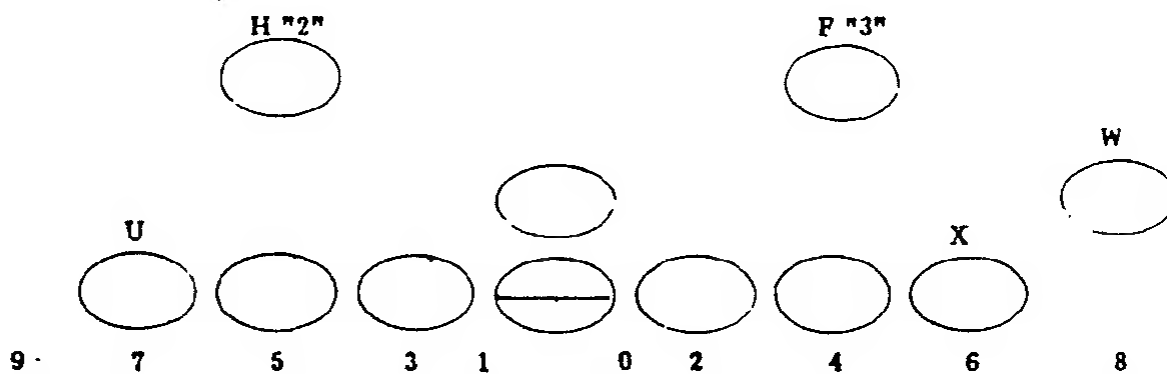
TYPES OF OFFENSIVE PERSONNEL AND FORMATIONS

ACE	:	2 TE, 2 WR, 1 RB
CLUBS	:	3 TE, 1 RB, 1 WR
FLUSH	:	4 WR, 1 RB, No TE
JACKS	:	3 TE within the Wing Position, 2 RB, No WR in game
KINGS	:	1 TE, 3 WR, 1 RB
ODDBALL	:	Any exotic formation
PRO-REGULAR	:	1 TE, 2 WR, 2 RB
QUEENS	:	3 WR, 2 RB (No TE in game)
ROYAL FLUSH	:	5 WR, No RB, No TE
STRAIGHT FLUSH	:	4 WR, 1 TE, No RB
TENS	:	2 TE, 2 RB, 1 WR
UNBALANCED	:	Formation with 2 men on LOS on one side of the Center

OFFENSIVE HOLE NUMBERING SYSTEM



1. Odd numbers are always to the left regardless of formation strength.
2. Even numbers are always to the right regardless of formation strength.
3. Hole numbers 2 through 8 and 3 through 9 are designated as the area over an offensive lineman. Hole numbers 0 and 1 are the trap holes on either side of center.



BACKFIELD SETS

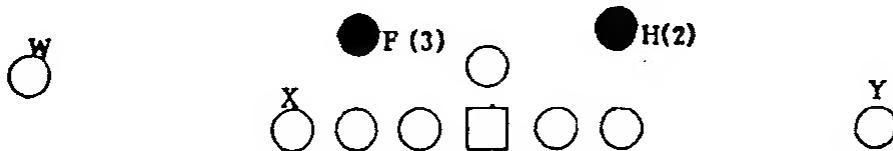
H - "2" Back
Halfback

F - "3" Back
Fullback

1. Positions in backfield

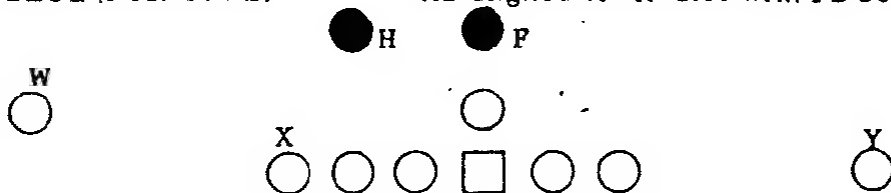
A. RED (Split Backs)

- HB aligned away from X with FB on X side



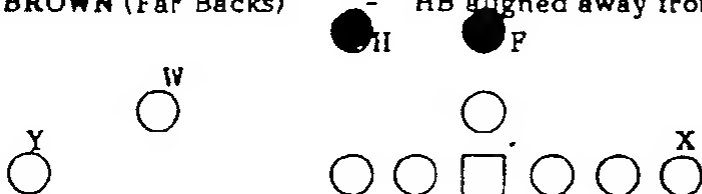
B. BLUE (Near Backs)

- HB aligned to "X" side with FB behind Center



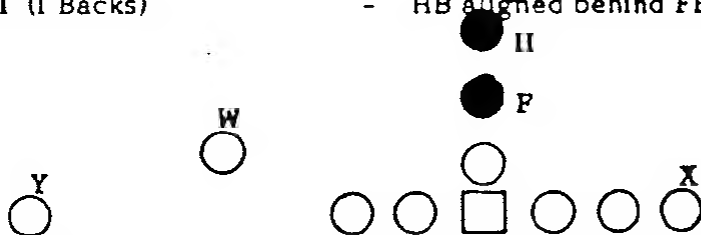
C. BROWN (Far Backs)

- HB aligned away from "X" with FB behind Center



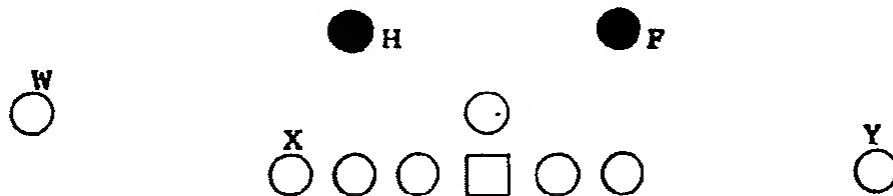
D. I (I Backs)

- HB aligned behind FB over the Center



E. Opposite Set (Red)

- can be any of the above sets with FB and HB exchanging positions

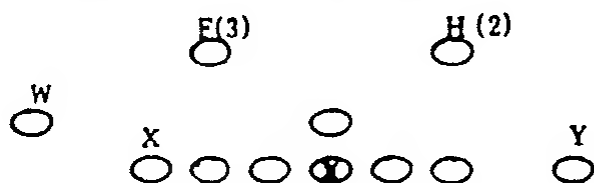


DETERMINING STRENGTH

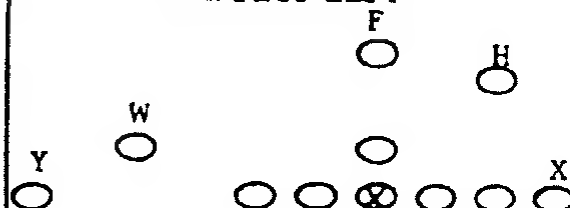
1. Any two back set formation strength will be called to the two receiver side.

Example:

RED LEFT



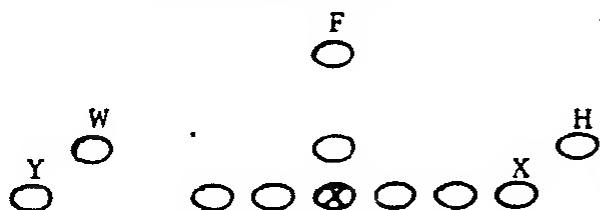
BLUE FLOP LEFT



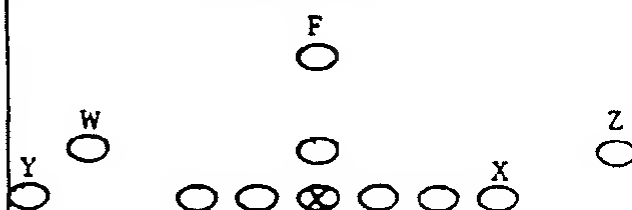
2. Any one back twin set where there are two receivers to either side of Center formation, strength will be determined by the following priorities:

A. Two wide receivers to same side

TWIN FLOP LEFT

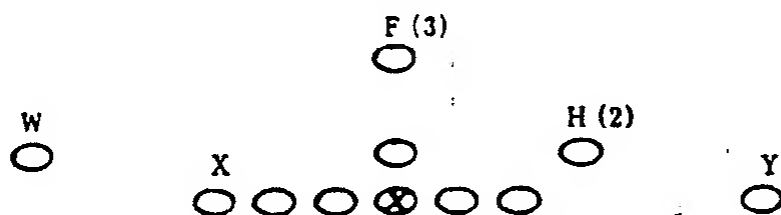


KINGS LEFT



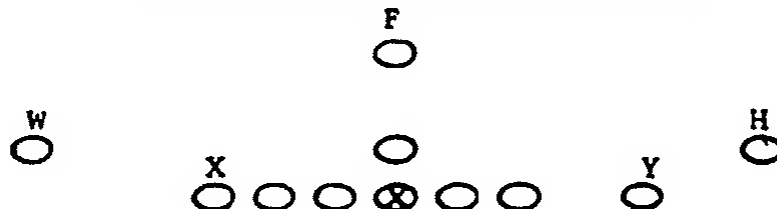
B. One wide receiver on "X" side with "H" aligned away from "X"

TWIN LEFT



- C. We will also have ability with H in a "Crack" or "Wide" position, to call strength away from X and W.

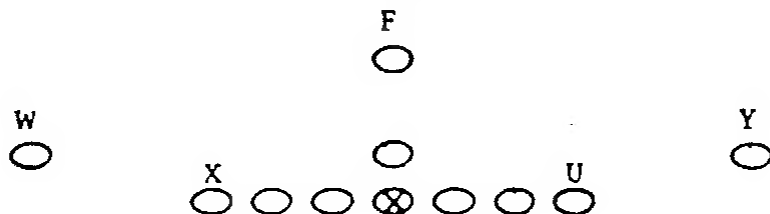
TWIN LEFT H WIDE or KINGS RIGHT



DETERMINING STRENGTH (Continued)

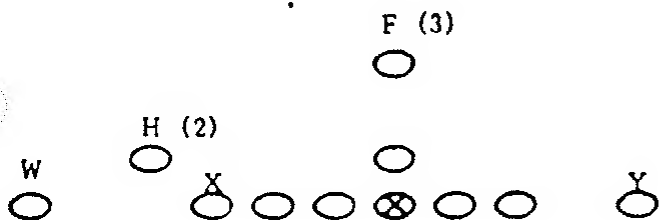
- D. One wide receiver on each side with two tight ends in game - normally strength will be called to our left. Personnel may dictate a right call.

ACE LEFT

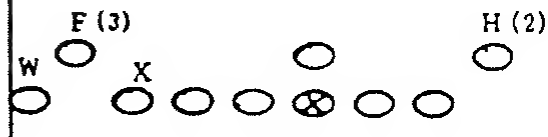


3. Any Trips Set where there are three receivers to one side, strength will be called to three receiver side.

TRIPS LEFT

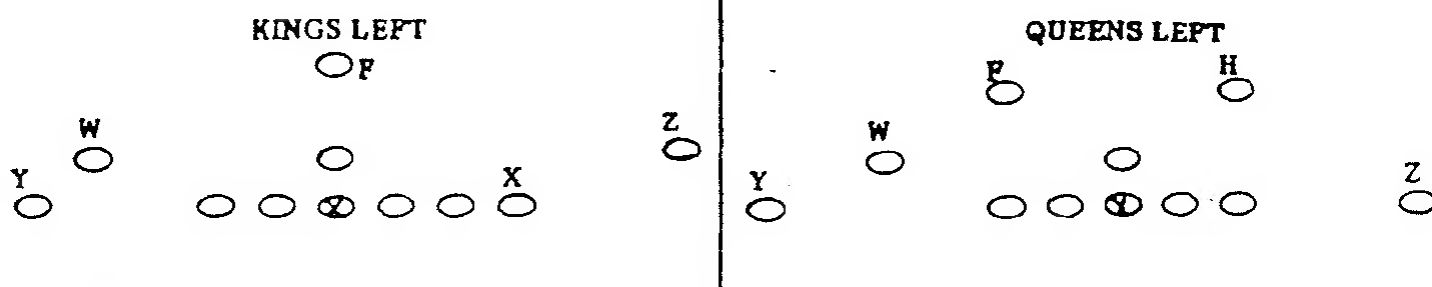


ORANGE LEFT



IDENTIFYING AND CALLING FORMATIONS

In calling formations we will have standard sets that teams use most of the time according to the personnel they have in the game. If they align in that set, we just call the personnel and the strength. Example: Kings Left, Queens Left.



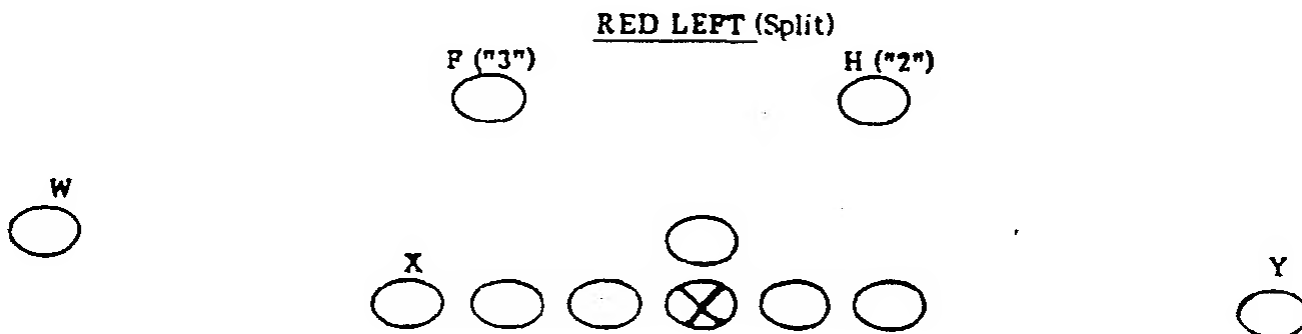
If it is any other formation other than standard sets, we must identify where the difference lies. We have a priority order in identifying the differences.

- I. **PERSONNEL IN GAME** - Ace, Kings, Queens, Jacks, Tens or Flush.
We assume it is regular personnel, if we don't, identify something else.
- II. **SPREAD**
Identify spread second.
- III. **DISTRIBUTION OF RECEIVERS** - Twin, Trips, Orange, Deuce, Trey, Power
If distribution is not standard set for personnel in game, identify next.
- IV. **BACKFIELD SET** - Red, Brown, Blue, I, Opposite, Orange, Near, Far, T, and Power.
If backfield set is different than standard set for personnel in game, identify next.
- V. **RECEIVER ALIGNMENT STRONG SIDE** - Flop, Flip, Speed, Heavy, Big Wing
If strong side receivers are different than standard set for personnel in game, identify next.
- VI. **FORMATION STRENGTH** - left or right
Identify strength of formation next.
- VII. **ALIGNMENT OF INSIDE RECEIVER STRONG** - Off, Close, Crack, Wide
If first inside receiver on strong side is different than standard set for personnel in game, identify next.
- VIII. **ALIGNMENT OF INSIDE RECEIVER WEAK** - Off, Tight, Close, Crack, Wide
If first inside receiver on weak side is different than standard set for personnel in game, identify next.
- IX. **RECEIVER IN BACKFIELD** - W, Y, X, Z
If receiver aligned in backfield identify by position and location if different than behind QB.
- X. **MOTION** - Identify any motion.

LEFT FORMATION

Regular Personnel: Two wide outs - "W" and "Y"; one TE - "X"; two backs - "H" and "F".

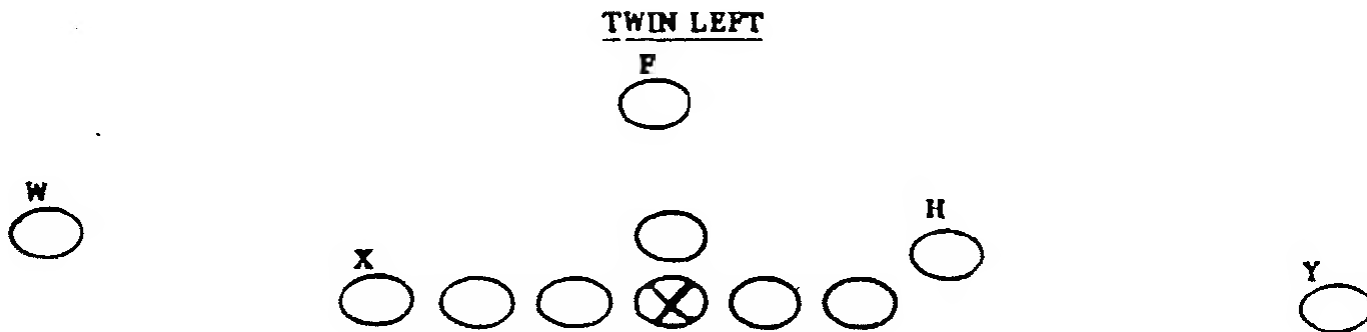
Standard Set: W and Y on opposite sides in wide alignment; X in tight alignment on strong side; H and F aligned in backfield.



TWIN LEFT FORMATION

Regular Personnel: Two wide outs - "W" and "Y"; one TE - "X"; two backs - "H" and "F".

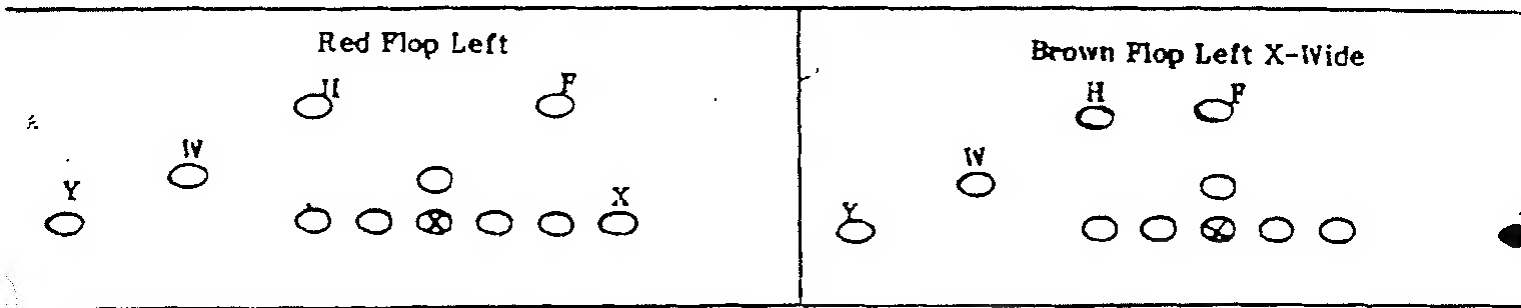
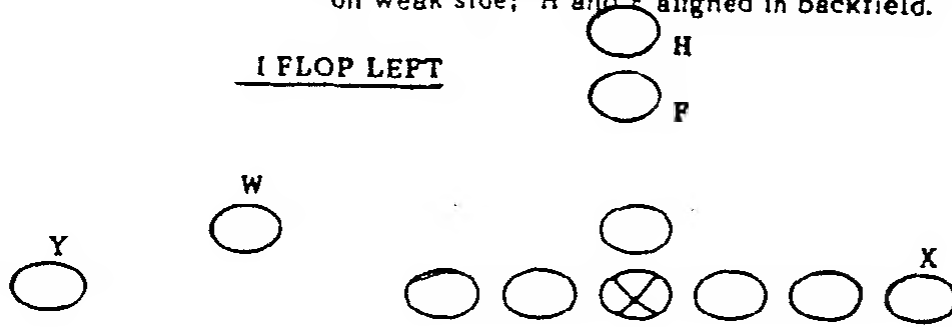
Standard Set: W and Y on opposite side wide alignment; X in tight on strong side; H in close position on weak side; F in FB alignment.



FLOP LEFT

Regular Personnel: Two wide receivers - "W" and "Y"; one TE - "X"; two backs - "H" and "F".

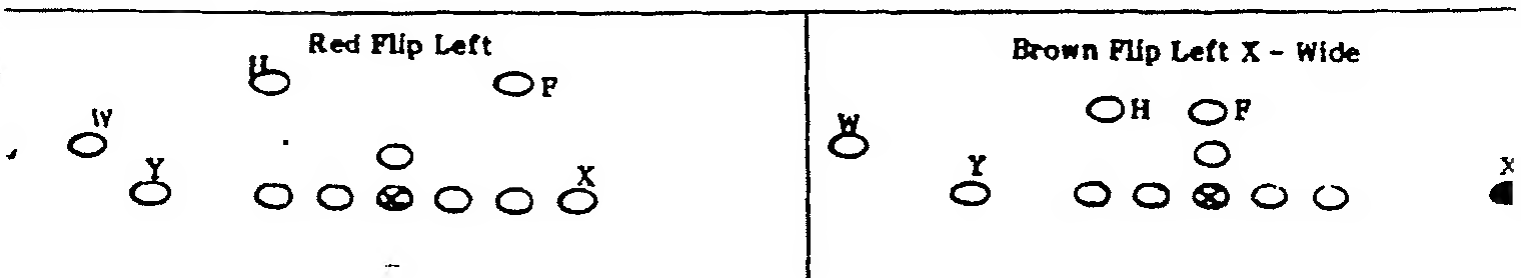
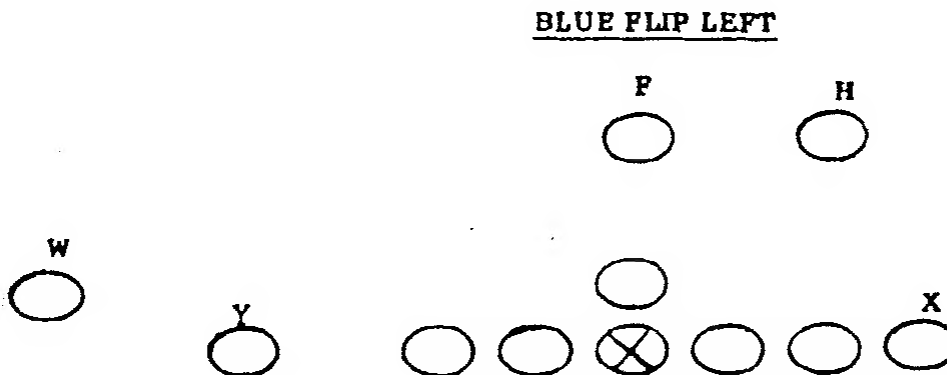
Standard Set: W and Y on same side with Y wide and W in crack position; X is tight on weak side; H and F aligned in backfield.



FLIP LEFT

Regular Personnel: Two wide receivers - "W" and "Y"; One TE - "X"; two backs - "H" and "F".

Standard Set: W and Y on same side with W wide and Y in crack position; X is tight on weak side; H and F aligned in backfield.

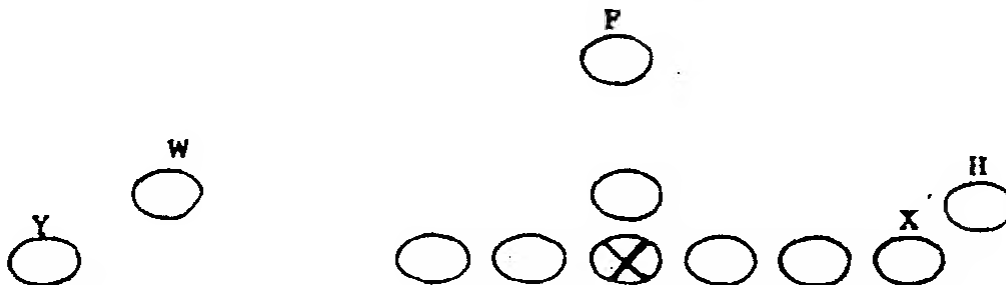


TWIN FLOP LEFT FORMATION

Regular Personnel: Two wide receivers - "W" and "Y"; one TE - "X"; two backs - "H" and "F".

Standard Set: W and Y on same side with Y wide and W in crack position. X is tight on weak side; H is aligned as Wing on weak side; F is in backfield behind QB.

TWIN FLOP LEFT

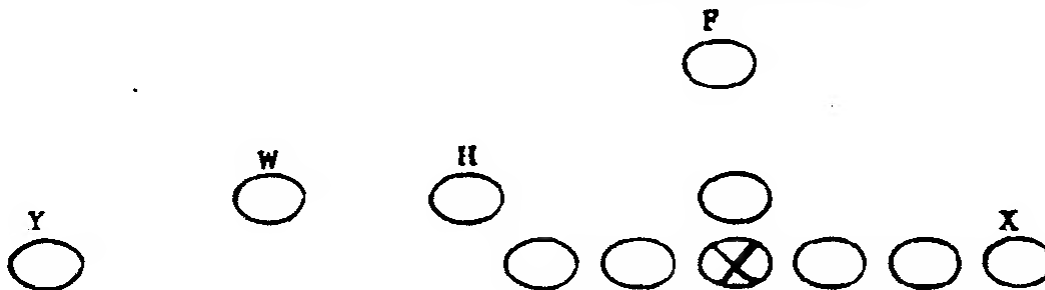


TRIPS FLOP LEFT

Regular Personnel: Two wide receivers - "W" and "Y"; one TE - "X"; two backs - "H" and "F".

Standard Set: W and Y on same side with Y wide and W in crack position; X is tight on weak side; H is aligned in close position on strong side; F is in backfield behind QB.

TRIPS FLOP LEFT

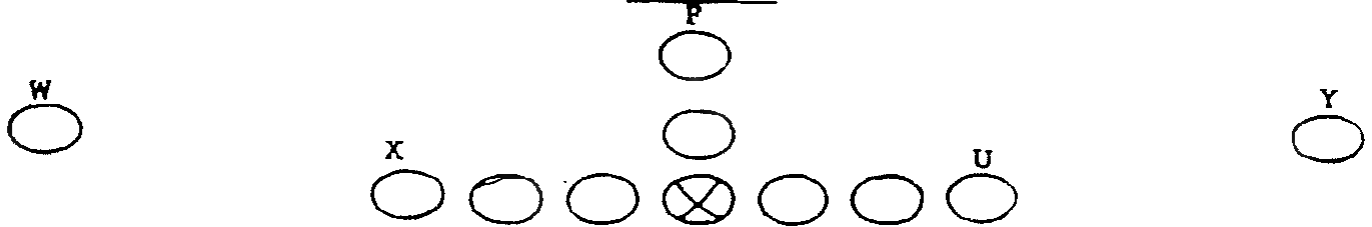


ACE LEFT

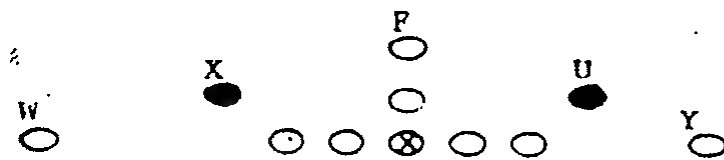
Ace Personnel: Two wide receivers - "W" and "Y"; two TE's - "X" and "U"; one running back - "F".

Standard Set: W and Y aligned on opposite sides in wide position off the line; X and U aligned on opposite sides in tight position; F aligned in backfield behind QB.

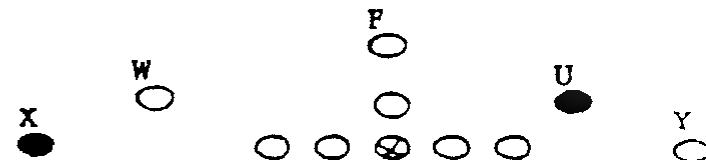
ACE LEFT



Ace Left Off



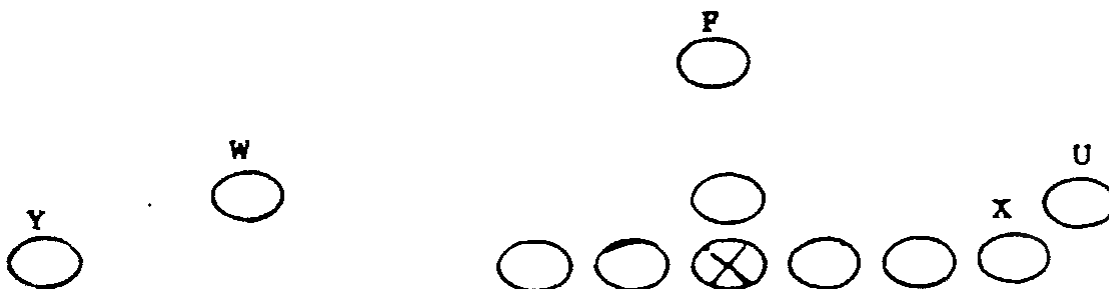
Ace Left X-Wide U Off



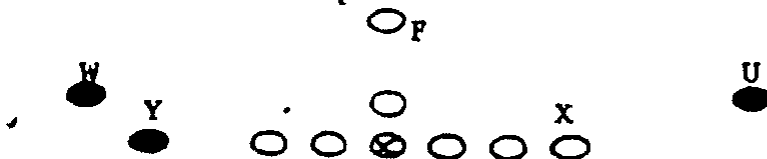
ACE FLOP LEFT

Standard Set: W and Y on same side with Y wide and W in crack position; X and U are aligned on same side with X tight and U in wing position; F is aligned in backfield behind Center.

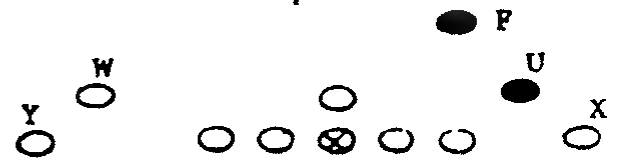
ACE FLOP LEFT



Ace Flip Left U Wide



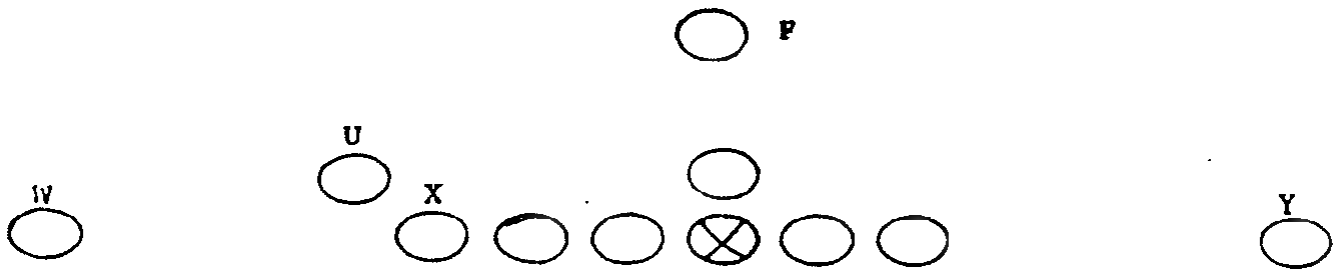
Ace Near Flop Left U-Off



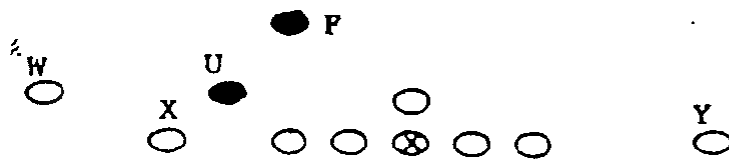
ACE TRIPS LEFT

Ace Personnel: Two wide receivers - "W" and "Y"; two TE's - "X" and "U"; one back - "F".

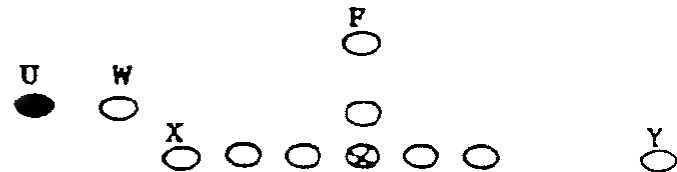
Standard Set: W and Y aligned on opposite sides in wide position; X and U aligned on same side; X in tight position and U in wing position; F aligned in backfield behind QB.



Ace Trips Near Left U Off



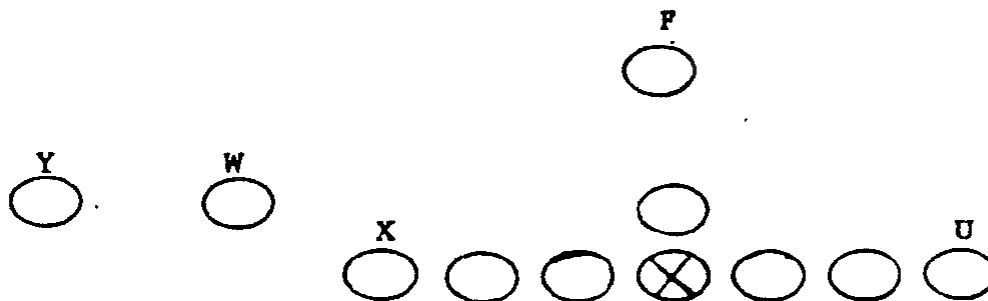
Ace Trips Left U Wide



ACE TRIPS FLOP LEFT

Standard Set: W and Y aligned on same side off the line with Y wide and W in crack position; X and U aligned on opposite sides in tight position; F aligned in backfield behind Center.

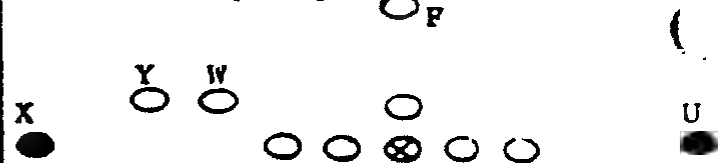
ACE TRIPS FLOP LEFT



Ace Trips Near Flop Left X Off



Ace Trips Flop Left X-Wide U-Wide

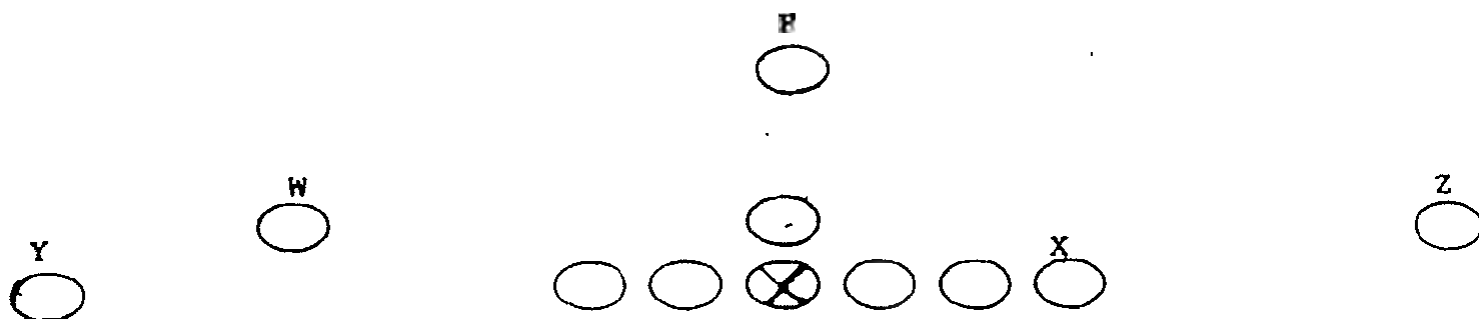


KINGS LEFT**Kings Personnel:**

Three wide receivers - "W", "Y" and "Z"; one TE - "X"; one back - "P".

Standard Set:

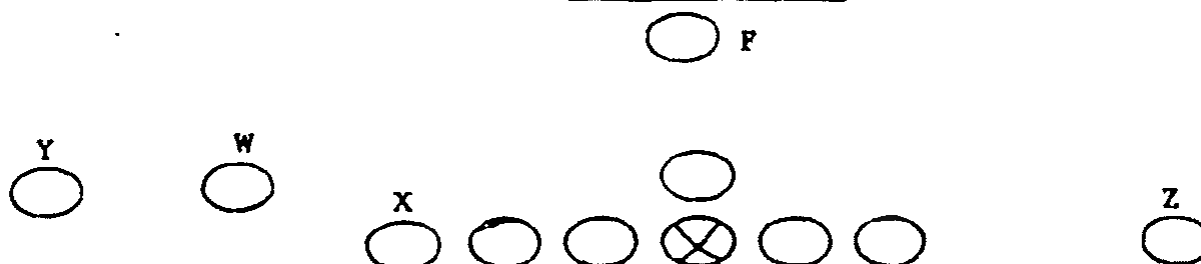
W and Y on same side with Y wide and W in crack position; X is aligned on weak side in tight position; Z is aligned on weak side in wide position; P is aligned in backfield behind QB.

KINGS LEFT**KINGS TRIPS LEFT****Kings Personnel:**

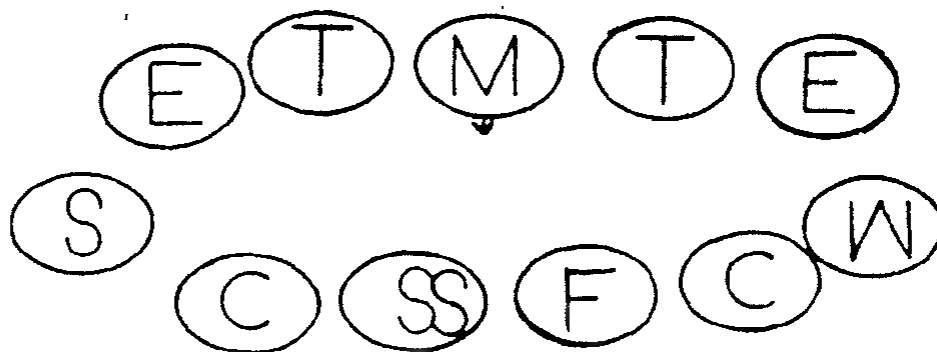
Three wide receivers - "W", "Y", and "Z"; one TE - "X"; one back-"P".

Standard Set:

Y and W on same side with Y wide and W in crack position; X is aligned on strong side in tight position; Z is aligned on weak side in wide position.

KINGS TRIPS LEFT

DEFENSIVE HUDDLE



A. FORMATION

1. Front Row (LE, LT, RT, RE)
 - a. Tackle - set huddle two yards from ball.
 - b. Feet shoulder width apart and parallel.
 - c. Hands on knees, eyes on signal caller.
 - d. Back will be to line of scrimmage.
2. Second Row (Sam, Will)
 - a. Sam and Will form the end of the huddle, facing each other.
 - b. Mac or Mike - step in huddle and call the signal.
3. Back Row (LC, SS, FS, RC)
 - a. Backs will line up opposite the Ends and Tackles, facing the offensive team.
 - b. Feet shoulder width apart and parallel.
 - c. Hands on knees, eyes on signal caller.

B. PROCEDURE

1. Designated OLB - once huddle has been set, you call out down and distance.
2. Signal Caller - Mike and Safety will get signal from sideline. Signal caller will then call defense twice (i.e. Bear 3 Sam, Bear 3 Sam).
3. Once defense has been called signal caller will call "READY - BREAK". All players will yell "BREAK", clap hands and break the huddle.
4. Designated Safety - Once huddle has been broken you will call out personnel in game (i.e. Pro. Ace, Kings, etc).
5. All players be ready to play when Center touches the ball.
6. Signal caller, designated OLB, and designated Safety will be only players talking in huddle unless a time out has been called.
7. Always be alert for a quick huddle or no huddle by the offensive team.

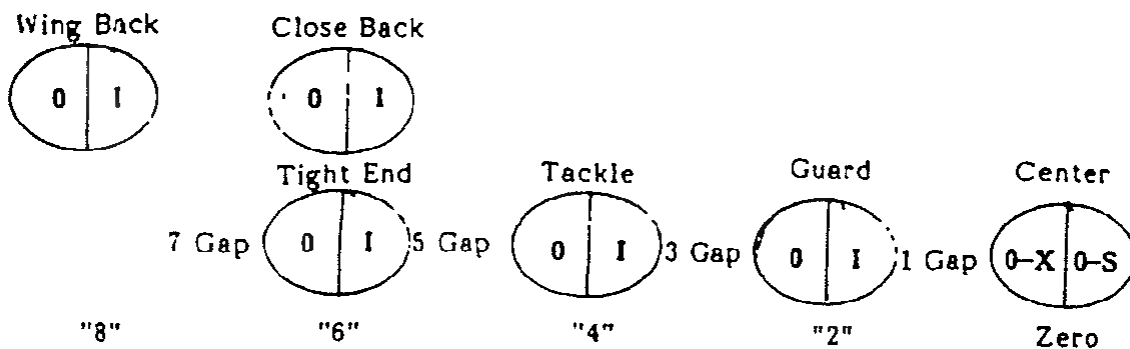
C. CALLING STRENGTH

1. Once formation is deployed signal caller calls out strength of formation and set of backs and designated safety repeats the call.
2. Any change of strength motion is called by designated safety and repeated by other safety.

DEFENSIVE FRONT - CONTROLS

<u>NO.</u>	<u>CONTROL</u>
"0" FAST READ	Control the area between the inside shoulder of both Guards, keeping the frontside arm free.
"0" SLOW READ	Control the area between the inside shoulder of both Guards, keeping the backside arm free.
"0" - X or S	Fast read on flow to and slow read on flow away.
1	Penetrate the Center - Guard gap.
2 "T"	Control the area between the head of the Guard to the head of the Center.
2	Control the area between the inside shoulder of the Center to the inside shoulder of the Tackle.
2 "0"	Control the area between the head of the Guard to the head of the Tackle.
3	Penetrate the Guard - Tackle gap.
4 "T"	Control the area between the head of the Tackle to the head of the Guard.
4	Control the area between the outside shoulder of the Guard to the inside shoulder of the Tight End (Close Back).
4 "0"	Control the area between the head of the Tackle to the head of the Tight End (Close Back).
5	Penetrate the Tackle - Tight End (Close Back) gap.
6 "T"	Control the area between the head of the Tight End (Close Back) to the head of the Tackle.
6	Control the area between the outside shoulder of the Tackle and the inside shoulder of the wing back.
6 "0"	Control the area between the head of the Tight End (Close Back) to the head of the wing back. You are the "PLUG".
7	You are the "FORCE."

DEFENSIVE FRONTS - NUMBERS ALIGNMENTS



<u>NO.</u>	<u>ALIGNMENT</u>
0	Head up on the center.
0 - X	On the TE side shoulder of the center with your feet outside track to the TE.
0 - S	On the SE side shoulder of the center with your feet outside track to the SE.
1	In the center - guard gap.
2 - "T"	On the inside shoulder of the guard with your feet inside track on his feet.
2	Head on the guard.
2 - "0"	On the outside shoulder of the guard with your feet outside track on his feet.
3	In the guard - tackle gap.
4 - "T"	On the inside shoulder of the tackle with your feet inside track on his feet.
4	Head on the tackle.
4 - "0"	On the outside shoulder of the tackle with your feet outside track on his feet.
5	In the tackle - tight end (close back) gap.
6 - "T"	On the inside shoulder of the tight end or close back (who we treat as a tight end) with your feet inside track on his feet.
6	Head on the tight end, close back or in that area.
6 - "0"	On the outside shoulder of the tight end or close back with your feet outside track on his feet.
7	In the tight end wing back gap.
8 - "T"	On the inside shoulder of the wing back with your feet inside track on his feet.
8	Head on the wing back.
8 - "0"	On the outside shoulder of the wing back with your feet outside track on his feet.

Notes:

1. Even numbered alignments are head up.
2. Odd numbered alignments are in the gaps.
3. "0" is an outside track.
4. "1" is an inside track.
5. "Zero" technique is head up with two gap control.

DEFENSIVE FRONTS - CONTROLS (Cont.)

0

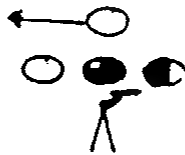


0 - FAST READ



Must Keep Front side Arm Free

0 - SLOW READ

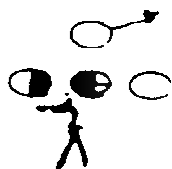


Must Keep Back side Arm Free

1



0 - X or S



2



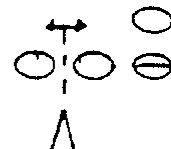
2 - "T"



2 - "0"



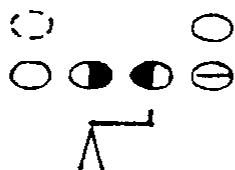
3



4



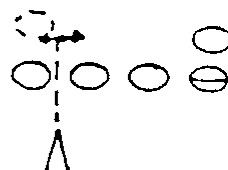
4 - "T"



4 - "0"



5



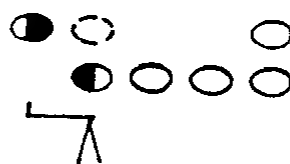
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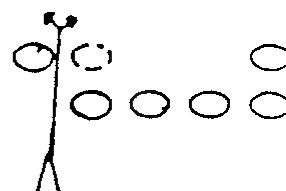
6 - "T"



6 - "0"



7

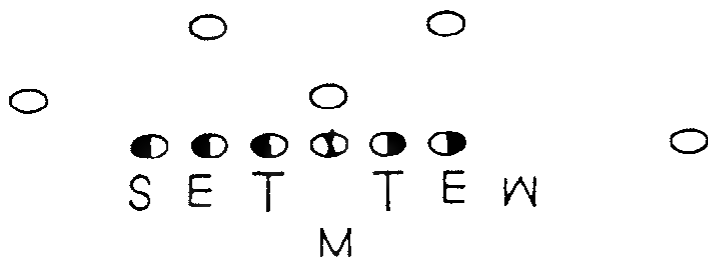


PLUG

FORCE

DEFENSIVE FRONTS AND CONTROLS

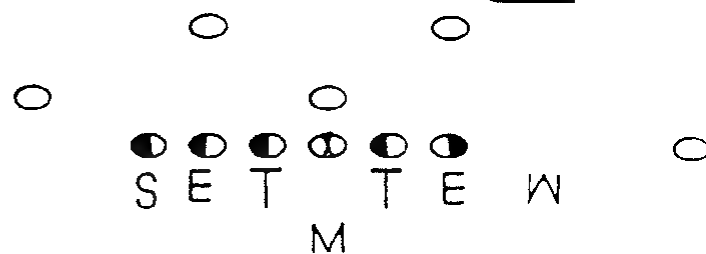
PRO 4-3



POS.	ALIGNMENT	CONTROL
Sam	6 "0" - 7	Plug or Force
End "X"	4 "0"	4 "0"
T "X"	2	2 "0"
Mike	0	Slow Read
T "S"	2	2 "0"
E "S"	4 "0"	4 "0"
Will	6 "0" - 7	Plug or Force

PRO SQUEEZE SPLIT SQUEEZE

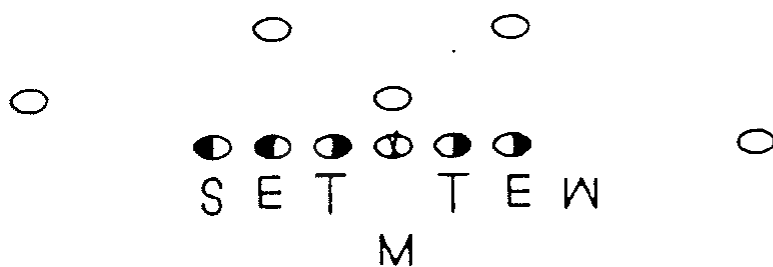
CALL: REX



POS.	ALIGNMENT	CONTROL
Sam	6 "0" - 7	Plug or Force
End "X"	4 "0"	4 "0"
T "X"	2	2 "0"
Mike	0	Quick Read
T "S"	2	2 "I"
E "S"	4 "0"	4 "0"
Will	6 "0" - 7	Plug or Force

PRO SQUEEZE X SQUEEZE

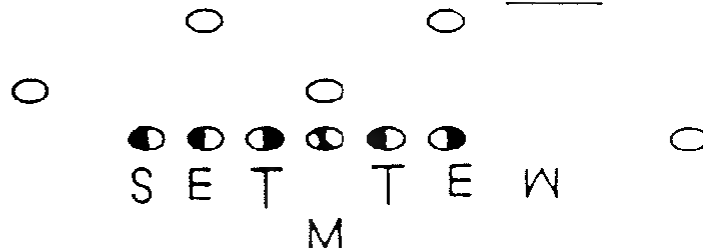
CALL: LIZ



POS.	ALIGNMENT	CONTROL
Sam	6 "0" - 7	Plug or Force
End "X"	4 "0"	4 "0"
T "X"	2	2 "I"
Mike	0	Quick Read
T "S"	2	2 "0"
E "S"	4 "0"	4 "0"
Will	6 "0" - 7	Plug or Force

PRO SQUEEZE TIGHT SQUEEZE

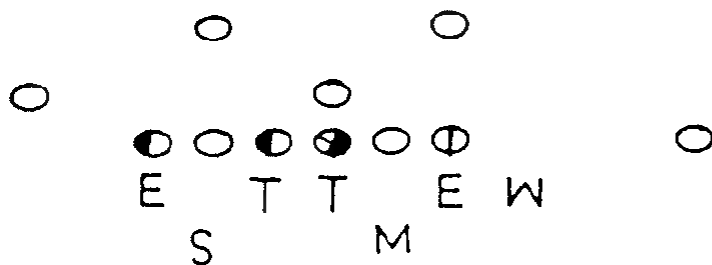
CALL: TIGHT



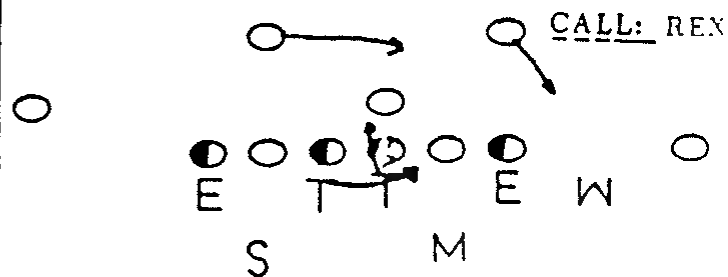
POS.	ALIGNMENT	CONTROL
Sam	6 "0" - 7	Plug or Force
End "X"	4 "0"	4 "0"
T "X"	2	2 "I"
Mike	0	Fast Read
T "S"	2	2 "I"
E "S"	4 "0"	4 "0"
Will	6 "0" - 7	Plug or Force

DEFENSIVE FRONTS AND CONTROLS

OVER



OVER SHADE

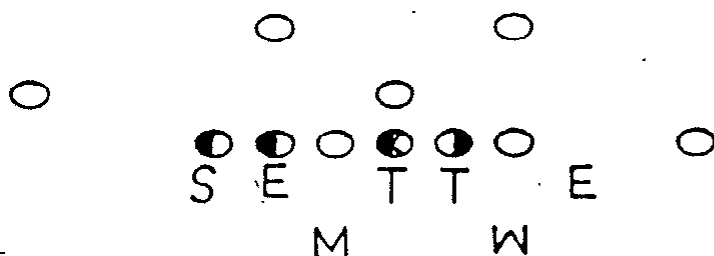


POS.	ALIGNMENT	CONTROL
"X" LB	4 - 4 "0"	Quick Read
End "X"	6	Plug or Force (Ed)
T "X"	2 "0"	2 "0"
Mike	2 - 2 "0"	Quick Read
T "S"	0	0 "S"
End "S"	4	4
"Y" LB	.6 "0" - 7	Plug or Force

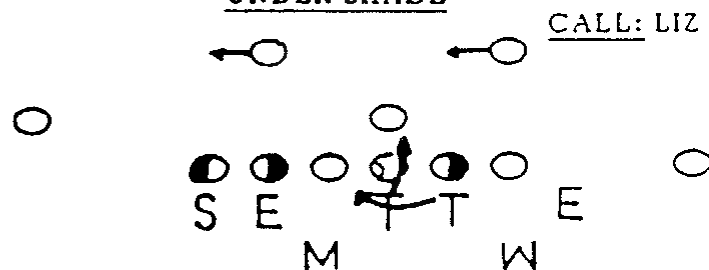
POS.	ALIGNMENT	CONTROL
"X" LB	4 - 4 "0"	Quick Read
End "X"	6	Plug or Force (EE)
T "X"	2 "0"	Loop Technique
Mike	2 - 2 "0"	Quick Read
T "S"	0	1 "X"
End "S"	4	4 "I"
"Y" LB	6 "0" - 7	Plug or Force

* Swap call will be exchange of assignment between "X" LB and E "X"

UNDER



UNDER SHADE



POS.	ALIGNMENT	CONTROL
"X" LB	6 "0" - 7	Plug or Force
End "X"	4	4 "0"
T "X"	0	0 "X"
Mike	2 - 2 "0"	Quick Read
T "S"	2 "0"	2 "0"
End "S"	2 "0"	2 "0"
"Y" LB	4	Quick Read

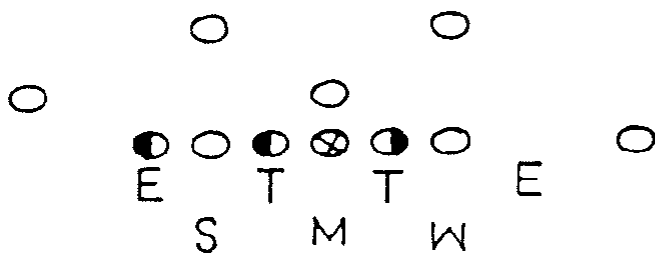
POS.	ALIGNMENT	CONTROL
"X" LB	6 "0" - 7	Plug or Force
End "X"	4	4 "I"
T "X"	0	1 "S"
Mike	2 - 2 "0"	Quick Read
T "S"	2 "0"	Loop Technique
End "S"	6 "0" - 7	Plug or Force 'E'
"Y" LB	4	Quick Read

* Swap call will be exchange of assignment between "Y" LB and E "S"

* Swap call will be exchange of assignment between "Y" LB and E "S"

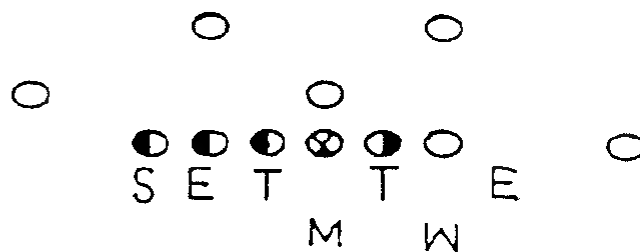
DEFENSIVE FRONTS AND CONTROLS

SWIM



POS.	ALIGNMENT	CONTROL
Sam	4 - 4 "0"	Quick
End "X"	6	Plug or Force (Ed)
T "X"	2	2 "0" Slow Read
Mike	0	Fast Read
T "S"	2	2 "0" Slow Read
E "S"	6 "0" - 7	Plug or Force (ED)
Will	4 - 4 "0"	Quick Read

SINK

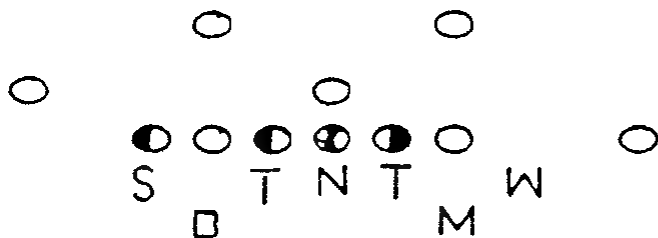


POS.	ALIGNMENT	CONTROL
"X" LB	6 "0" - 7	Plug or Force
End "X"	4 "0"	4 "0"
T "X"	2	2 "0"
Mike	"0"	Quick Read
T "S"	2	2 "0" Slow Read
E "S"	6 "0" - 7	Plug or Force (
"Y" LB	4 - 4 "0"	Quick Read

*Possible Swap call between E "S" and "Y" LB

BEAR

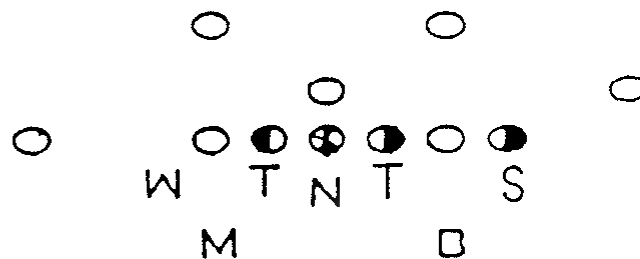
RED LEFT



POS.	ALIGNMENT	CONTROL
LOB (Sam)	6 "0"	Plug or Force
LE (LT)	2 "0"	2 "0"
LT (N)	0	Slow Read
RT	2 "0"	2 "0"
RE (Will)	6 "0"	Force
Mike (Buck)	Left 4 - 4 "0"	Quick Read
ROB (Mac)	Right 4 - 4 "0"	Quick Read

BEAR

RED RIGHT

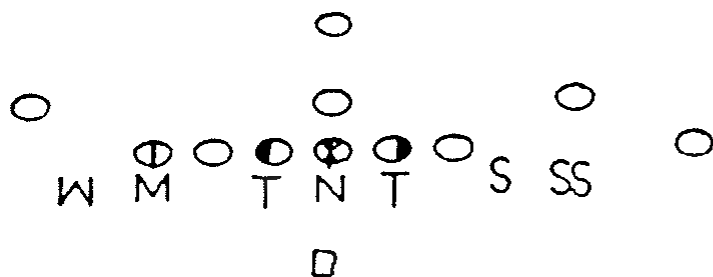


POS.	ALIGNMENT	CONTROL
LOB (Will)	6 "0"	Force
LE (LT)	2 "0"	2 "0"
LT (N)	0	Slow Read
RT	2 "0"	2 "0"
RE (Sam)	6 "0"	Plug or Force
Mike (Mac)	Left 4 - 4 "0"	Quick Read
ROB (Buc)	Right 4 - 4 "0"	Quick Read

DEFENSIVE FRONTS AND CONTROLS

BEAR 3 SAM

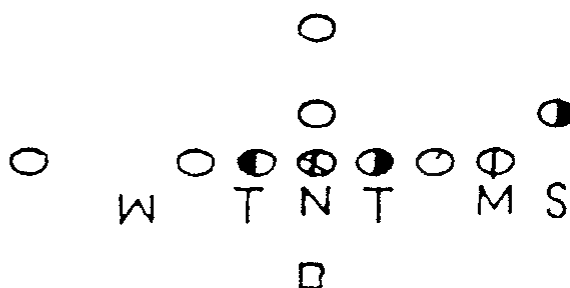
KINGS RIGHT



POS.	ALIGNMENT	CONTROL
LOB (Will)	"8"	Force
LE (LT)	2 "0"	2 "0"
LT (N)	0	Slow Read
RT	2 "0"	2 "0"
RE (Sam)	6 "0"	Plug
Mike (Buck)	0-4 yds deep	Fast Read
ROB (Mac)	opp. 2 wk on LOS	Plug

BEAR 3 SAM

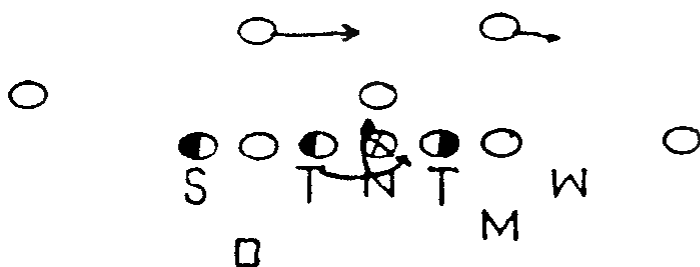
ACE TRIPS RIGHT



POS.	ALIGNMENT	CONTROL
LOB (Will)	6 "0"	Force
LE (LT)	2 "0"	2 "0"
LT (N)	0	Slow Read
RT	2 "0"	2 "0"
RE (Sam)	"8"	Force
Mike (Buck)	0-4 yds deep	Fast Read
ROB (Mac)	opp. # 3 on LOS	Plug

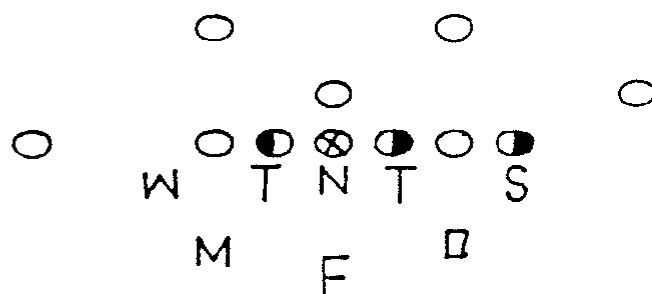
BEAR SHADE 3 SAM

CALL: LION



POS.	ALIGNMENT	CONTROL
LOB (Sam)	6 "0"	Plug
LE (LT)	2 "0"	Loop Technique
LT (N)	"0"	1 "X"
RT	2 "0"	2 "0"
RE (Will)	6 "0"	Force
Mike (Buck)	Left 4-4 "0"	Quick Read
ROB (Mac)	Right 4-4 "0"	Quick Read

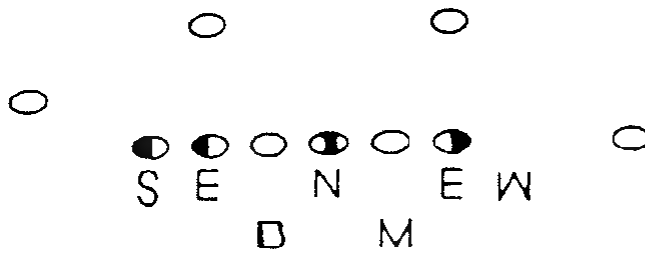
BEAR 9 WILL



POS.	ALIGNMENT	CONTROL
LOB (Will)	6 "0"	Force
LE (LT)	2 "0"	2 "0"
LT (N)	0	Slow Read
RT	2 "0"	2 "0"
RE (Sam)	6 "0"	Force
Mike (Mac)	Left 4-4 "0"	Slow Read
ROB (Buc)	Right 4-4 "0"	Slow Read
FS	0	Fast Read

DEFENSIVE FRONTS AND CONTROLS

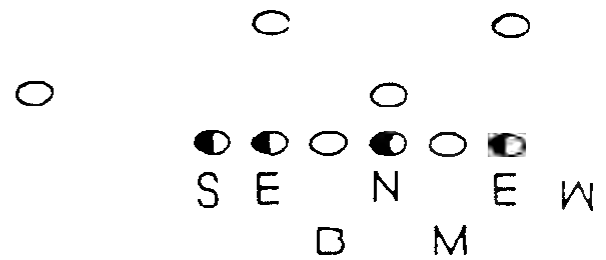
OKIE



POS.	ALIGNMENT	CONTROL
Sam	6 "0" - 7	Plug or Force
End "X"	4	4 "0"
Buck	2 - 2 "0"	Slow Read
Nose	0	Fast Read
Mac	2 - 2 "0"	Slow Read
End "S"	4	4 "0"
Will	6 "0" - 7	Plug or Force

OKIE SHADE - SPLIT SHADE

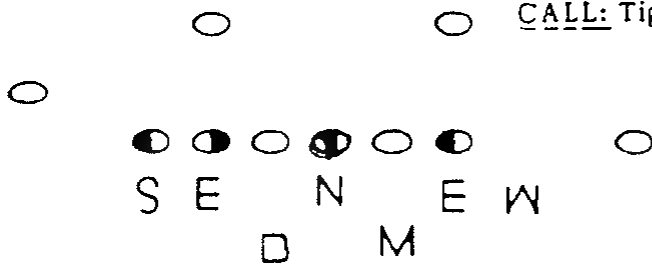
CALL: RI



POS.	ALIGNMENT	CONTROL
Sam	6 "0" - 7	Plug or Force
End "X"	4	4 "0"
Buck	2 - 2 "0"	Quick Read
Nose	0	0 - X
Mac	2 - 2 "0"	Quick Read
End "S"	4	4 "I"
Will	6 "0" - 7	Plug or Force

OKIE SHADE - TIGHT SHADE

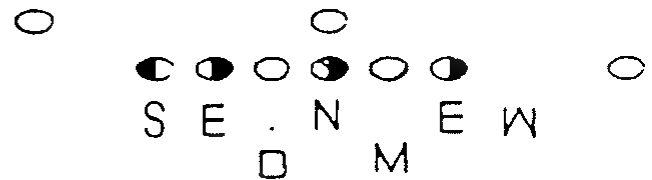
CALL: Tight



POS.	ALIGNMENT	CONTROL
Sam	6 "0" - 7	Plug or Force
End "X"	4	4 "I"
Buck	2 - 2 "0"	Fast Read
Nose	0	Slow Read
Mac	2 - 2 "0"	Fast Read
End "S"	4	4 "I"
Will	6 "0" - 7	Plug or Force

OKIE SHADE - X SHADE

CALL: LIZ



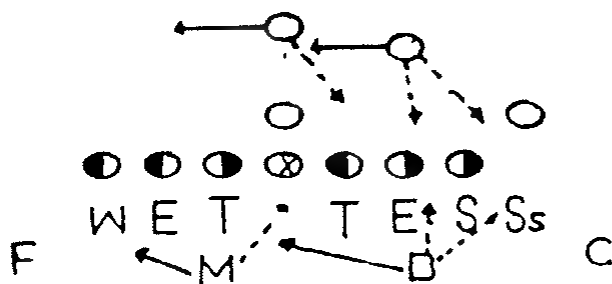
* Dir. of Shade will be called by Rex, Liz, or Tig

POS.	ALIGNMENT	CONTROL
Sam	6 "0" - 7	Plug or Force
End "X"	4	4 "I"
Buck	2 - 2 "0"	Quick Read
Nose	0	0 - S
MaC	2 - 2 "0"	Quick Read
End "S"	4	4 "0"
Will	6 "0" - 7	Plug or Force

- * Also can shade toward or away from backfield sets.
- ** Also Penny (5th defensive back) as will OLBer.

DEFENSIVE FRONTS AND CONTROLS

GOAL LINE



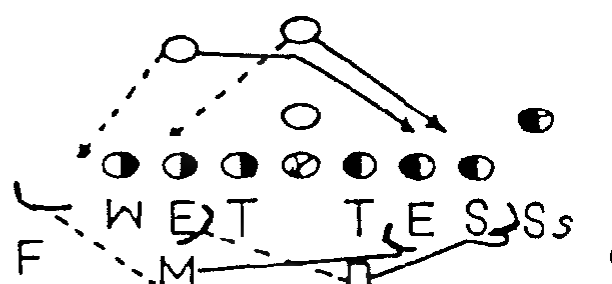
POS.	ALIGNMENT	CONTROL
Sam	6	6 "0" Penetrate
St. End	4	4 "0" Penetrate
St. Tac	2 "I"	2 "I" Penetrate
Wk. Tac	2 "I"	2 "I" Penetrate
Wk. End	4	4 "0" Penetrate
Will	6	6 "0" Penetrate
Buck and Mac	3 (outside Back)	Mirror Back - Flow To = Back inside - 3 Gap, Force
		Flow Away = Far 3 Gap

Secondary Banjo Coverage

- Same alignment for Goal Line Bash

GOAL LINE TUFF SHADE

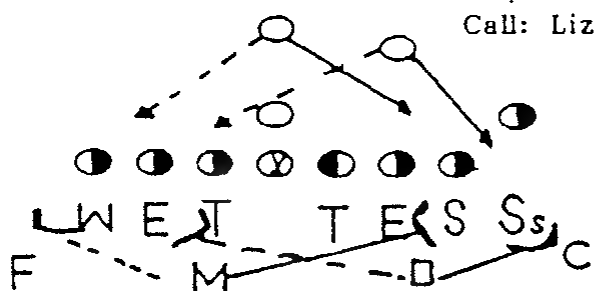
-15



POS.	ALIGNMENT	CONTROL
Sam	6	6 "I" Penetrate
St. End	4	4 "I" Penetrate
St. Tac	2 "I"	2 "I" Penetrate
Wk. Tac	2 "I"	2 "I" Penetrate
Wk. End	4	4 "I" Penetrate
Will	6	6 "I" Penetrate
Buck and Mac	3 (outside Back)	Mirror Backs - Flow To = Plug outside Lev. to ball
		Flow Away = Fill Inside Lev. to ball

Secondary Banjo Coverage

GOAL LINE BACK SHADE



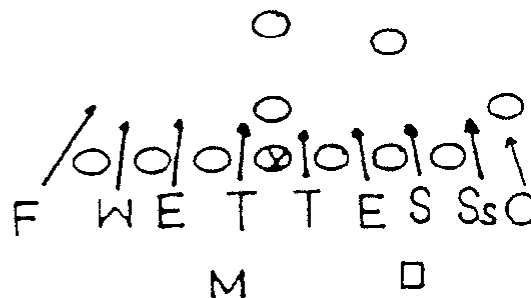
POS.	ALIGNMENT	CONTROL
Sam	6	6 "0" or 6 "I" to Call
St. End	4	4 "0" or 4 "I" to Call
St. Tac	2 "I"	2 "I" Penetrate
Wk. Tac	2 "I"	2 "I" Penetrate
Wk. End	4	4 "0" or 4 "I" to Call
Will	6	6 "0" or 6 "I" to Call
Buck and Mac	3 (outside Back)	Backer to Call: Flow To = Fill
		Flow Away = Fill
		Backer Away From Call: Flow To = Plug
		Flow Away = Play Side

(Secondary Banjo Coverage)

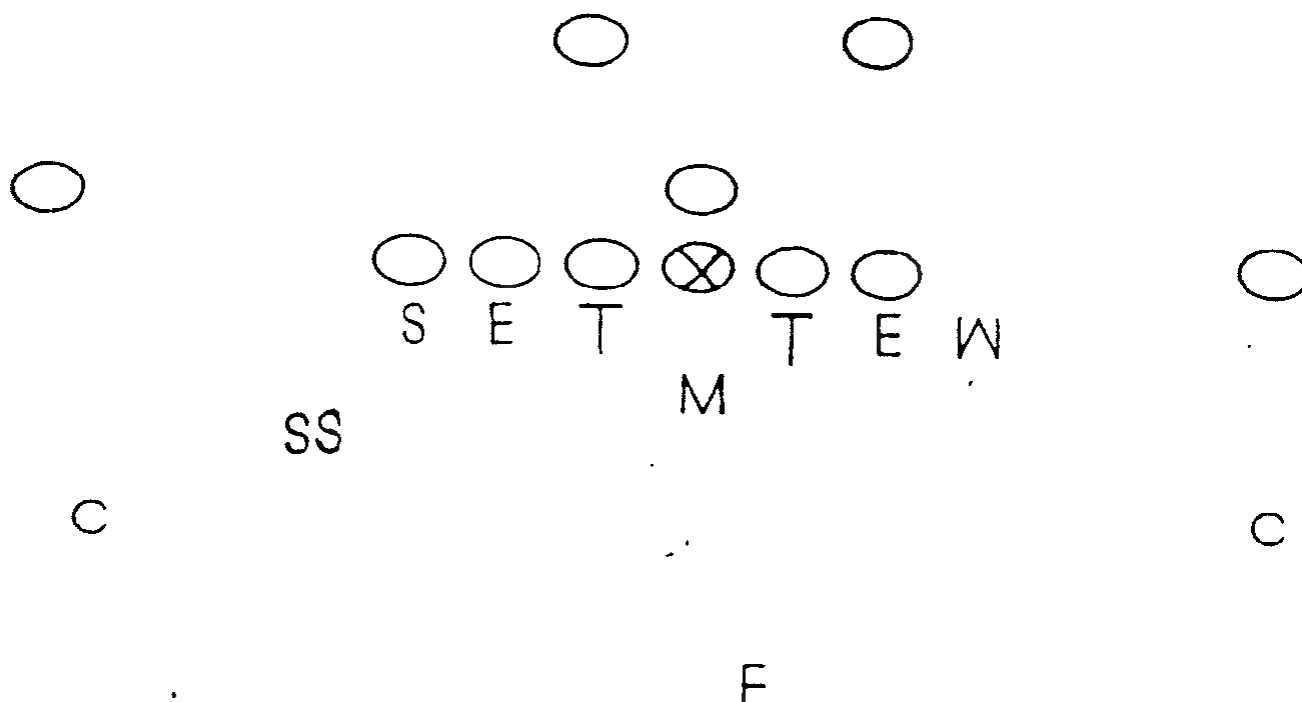
CALLS

- Split or I Set = Tuff
- Backs Set Left = Rex
- Backs Set Right = Liz

GOAL LINE GAPS



POS.	ALIGNMENT	CONTROL
Sam	5 Gap	Gap Charge
St. End	3 Gap	Gap Charge
St. Tac	1 Gap	Gap Charge
Wk. Tac	1 Gap	Gap Charge
Wk. End	3 Gap	Gap Charge
Will	5 Gap	Gap Charge
SS	7 Gap	Gap Charge
Buck	3 outside back	Fill
Mac	3 outside back	Fill
Free Safety	8	8 "I"
Corner	8	8 "I"

PRO DEFENSE

Personnel - 4 linemen, 3 linebackers, 4 defensive backs

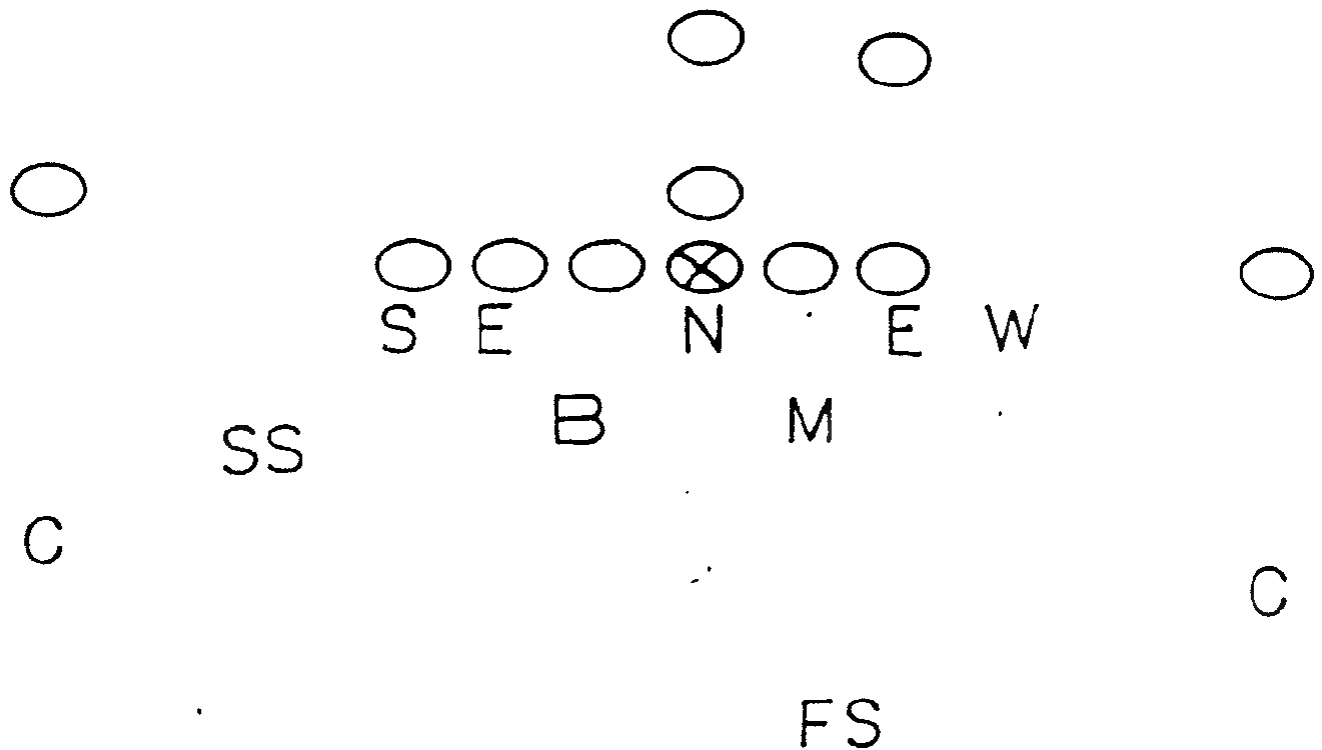
Position:

- | | | |
|----|-----------------|---|
| S | - Sam | - Outside linebacker on strong side. (Tom - OLB on TE Side) |
| W | - Will | - Outside linebacker on weak side. (Sue - OLB on SE Side) |
| M | - Mike | - Inside linebacker aligned in middle. |
| E | - Ends | - Linemen aligned over tackle. |
| T | - Tackles | - Linemen aligned over guards. |
| C | - Corner | - Defensive back aligned on wide receiver. |
| SS | - Strong Safety | - Defensive back aligned on inside receiver on strong side. |
| Fs | - Free Safety | - Defensive back aligned in free position on weak side. |

1. Our original alignment will be left and right.
2. You become strong or weak depending on strength call.
3. The only people who flip-flop to strength are the safeties.

• Exception - On some coverages, corners will flip-flop to strength.

OKIE DEFENSE



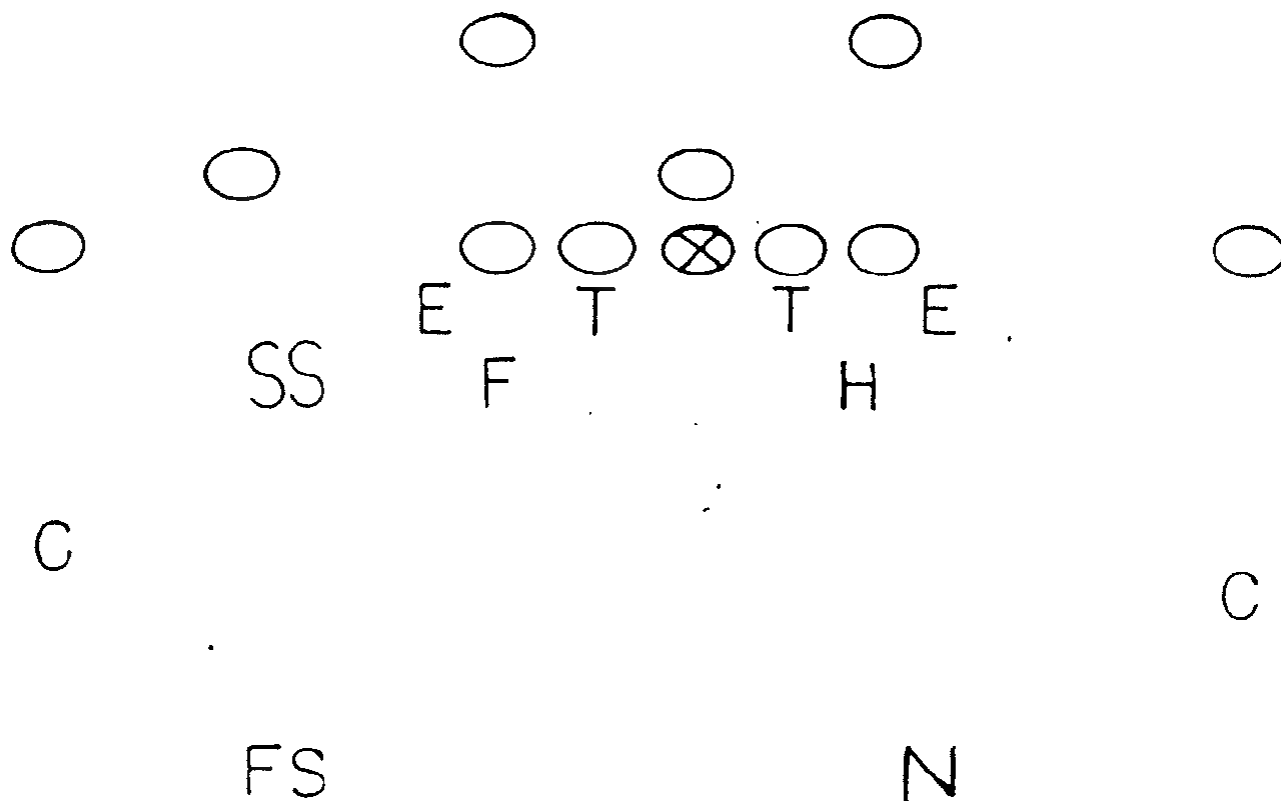
Personnel - 3 linemen, 4 linebackers, 4 defensive backs

Position:

S	- Sam	- Outside linebacker on strong side. (Tom - OLB on TE Side)
W	- Will	- Outside linebacker on weak side. (Sue - OLB on SE Side)
B	- Buck	- Inside linebacker on strong side.
M	- Mac	- Inside linebacker on weak side.
E	- End	- Lineman aligned over tackle.
N	- Nose	- Lineman aligned over center.
C	- Corner	- Defensive back aligned on wide receiver.
SS	- Strong Safety	- Defensive back aligned on inside receiver to strong side.
FS	- Free Safety	- Defensive back aligned in free position on weak side.

1. Our original alignment will be left and right.
2. You become strong or weak depending on strength call.
3. The only people who flip-flop to strength are the safeties.

* Exception - On some coverages corners will flip-flop to strength.

NICKEL DEFENSE

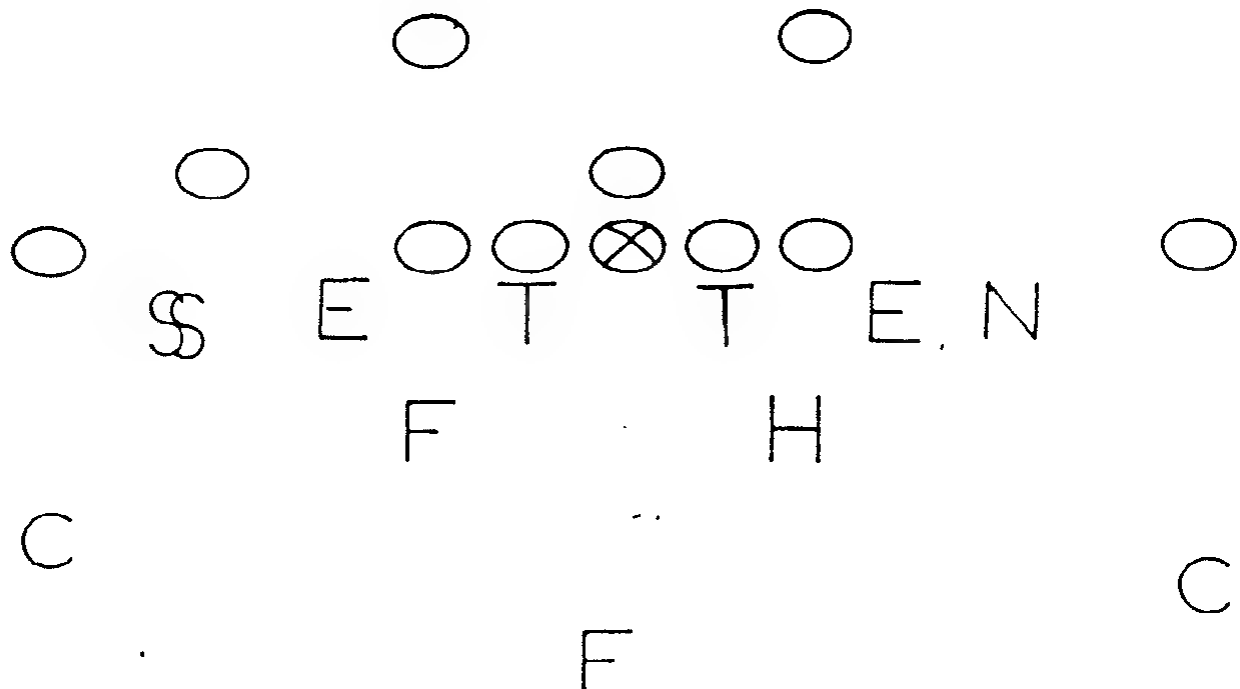
Personnel - 4 linemen, 2 linebackers, 5 defensive backs (Aligned in Two Deep Look)

Position

- | | |
|--------------------|---|
| T - Tackles | - Inside rush linemen. |
| E - Ends | - Outside rush linemen. |
| SS - Strong Safety | - Defensive back aligned close to line of scrimmage on strong side. |
| H - H-Backer | - Linebacker normally aligned opposite halfback. |
| F - F-Backer | - Linebacker normally aligned opposite fullback. |
| C - Corners | - Defensive backs aligned on wide receivers. |
| FS - Free Safety | - Defensive back aligned inside. |
| N - Nickel Back | - Defensive back aligned inside on weak side. |

24-

BUFFALO DEFENSE

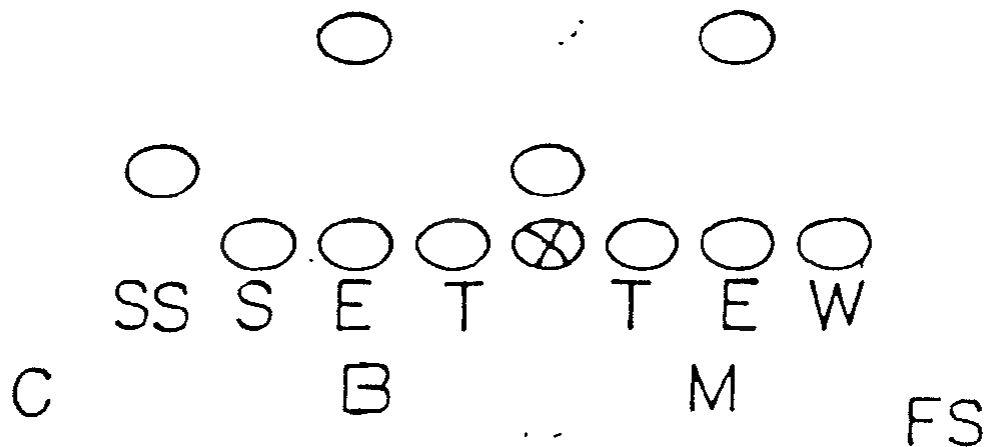


Personnel - 4 linemen, 2 linebackers, 5 defensive backs. (Aligned in Three Deep Look)

Position

- | | |
|--------------------|---|
| T - Tackles | - Inside rush linemen. |
| E - Ends | - Outside rush linemen. |
| SS - Strong Safety | - Defensive Back aligned close to LOS on strong side. |
| F - F Backer | - Linebacker normally aligned opposite Fullback. |
| H - H Backer | - Linebacker normally aligned opposite Halfback. |
| C - Corners | - Defensive Backs aligned on Wide Receivers. |
| FS - Free Safety | - Defensive Back aligned in Middle 1/3. |
| N - Nickel Back | - Defensive Back aligned close to LOS on weak side. |

GOAL LINE DEFENSE



Personnel - 4 linemen, 4 linebackers, 3 defensive backs

Position

- | | | |
|----|-----------------|---|
| S | - Sam | - Outside linebacker on strong side. |
| W | - Will | - Outside linebacker on weak side. |
| E | - End | - Lineman aligned over tackle. |
| T | - Tackles | - Lineman aligned over Guards. |
| B | - Buck | - Inside linebacker aligned on strong side opposite back. (4 yds. deep) |
| M | - Mac | - Inside linebacker aligned on weak side opposite back. (4 yds. deep) |
| C | - Corner | - Defensive back aligned opposite widest receiver on strong side. |
| FS | - Free Safety | - Defensive back aligned opposite widest receiver on weak side. |
| SS | - Strong Safety | - Defensive back aligned on line to strong side. |

POSITION	RUN RESPONSIBILITY	PASS RESPONSIBILITY
STRONG CORNER	Flow To: #1 Tight - Air Force #1 Split - Sec. Force Flow Away: Arc	Deep 1/2 If Trips - Outside 1/3
STRONG SAFETY	Flow To: #1 Tight-Sally Force #1 Split- Sally Force Flow Away: CutBack If Aligned as LB - Mirror Back	#1 Tight: Flat - if Sprint out toward, Contain QB #1 Split: Sally - Flat Cora - Deep 1/2 If Trips: Sally If aligned as LB: Hook
FREE SAFETY	Two Back Set: 1 or Split - align Weakside Blue or Brown-align on Back & Mirror Back Twin Set: Align Opp.#2 Weak-Force Trips: Fill	If aligned inside as LB: Hook - watch for Seam Route If aligned outside as LB: Flat If Cover 3: Middle 1/3
WEAK CORNER	#1 Tight: Air Force #1 Split: Secondary Force Flow Away: Arc	Deep 1/2 If Trips - Outside 1/3
SAM	Align - 6 Control - 6 "0" Plug If Big Wing, be alert for Double Team	#1 Tight: 3 Rec's. Strong - Curl If Sprint Out - work to Flat 3 Rec's. Weak - Hook #1 Split: If Sprint Out toward - contain
MIKE	If Safety Inside: (1) Quick Read away from Safety (2) If SY, may make Shade Calls. If Safety Outside - play Shade Call	If Safety Inside: Drop to Hook away from Safety If Safety Outside: Drop to Hook if 3 Rec If Cover 3: Weak Hook
WILL	#1 Tight: Air Force #1 Split: Backer Force If Twin & Safety outside - Plug	Curl to Flat #1 Tight: Sprint out toward Contain QB If Safety Outside: Hook to Curl
ENDS	Align - 4 Control - 4 "0"	Rush
TACKLES	Align - 2 Control - 2 "0" Possible Shade Calls from Mike	Rush

ADJUSTMENTS:

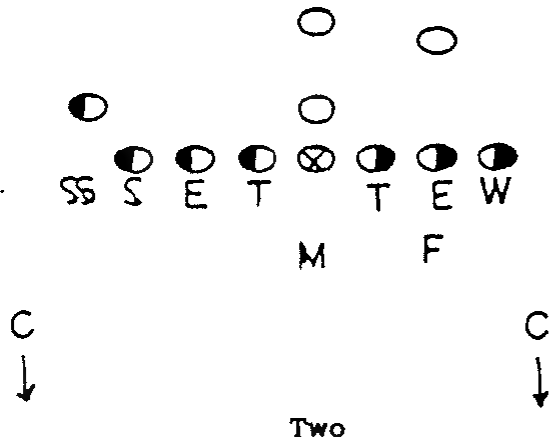
1. We will play Cover 2 on all formations except Trips. On Trips or motion to Trips we will play Cover 3 with one Safety going to Middle
2. On change of strength motion, safeties will slide over and play other safety's position.

STACK 23

JACKS BROWN LEFT

"Air"

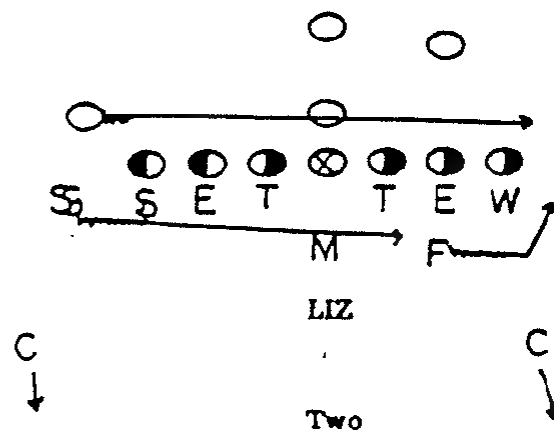
"Air"



JACKS BROWN LEFT M DIVIDE

"Air"

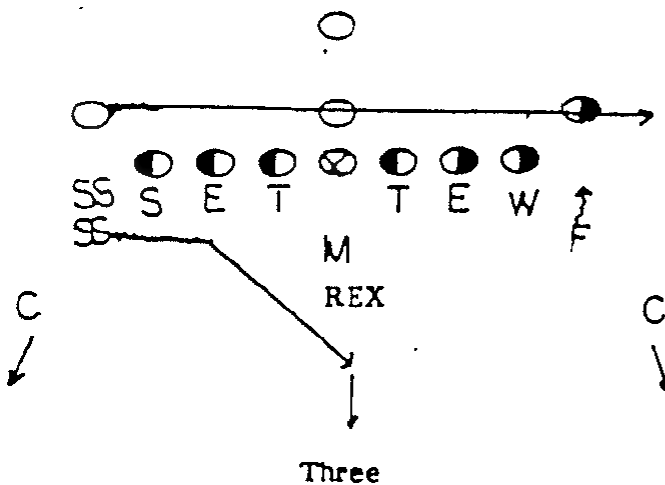
"Air"



JACKS TWIN LEFT M DIVIDE

"Air"

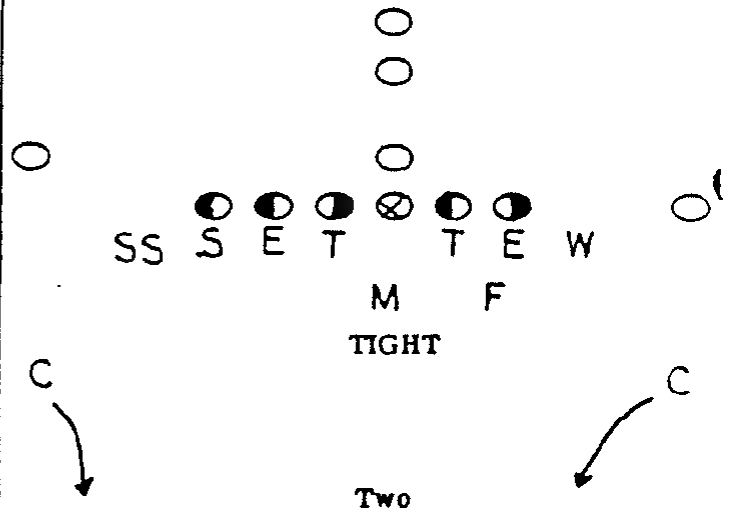
"Air"



I LEFT

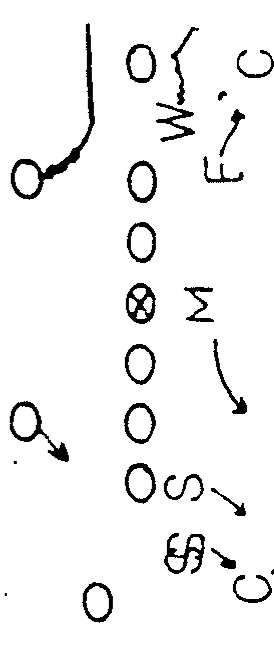
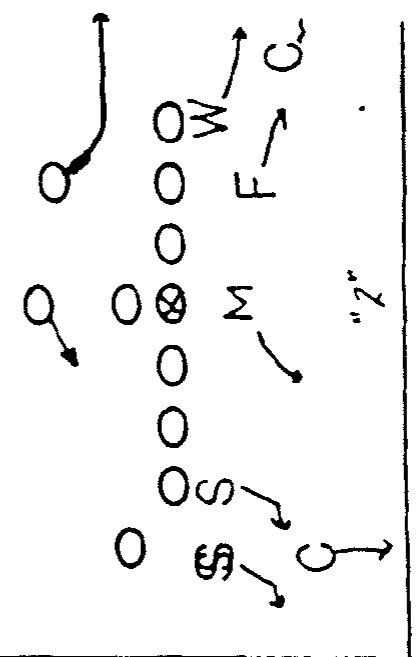
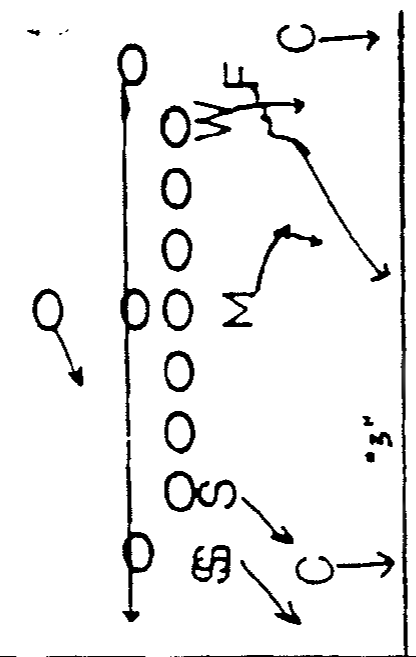
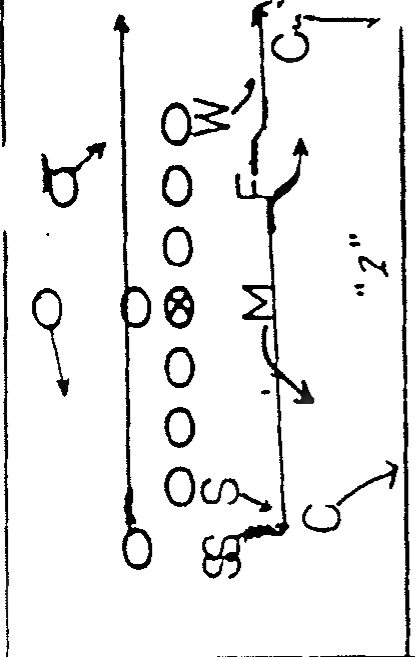
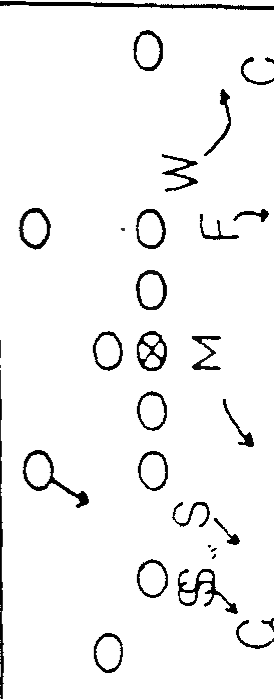
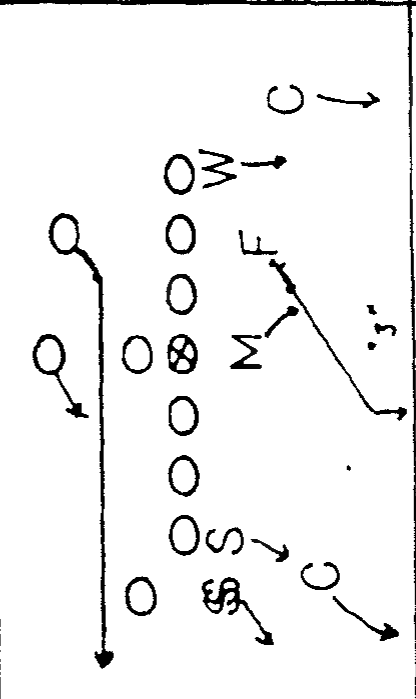
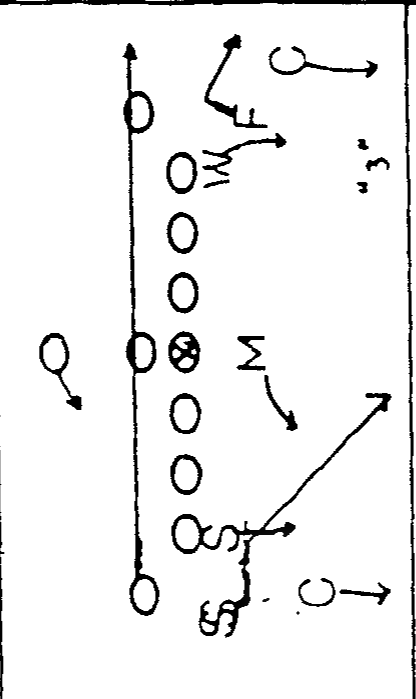
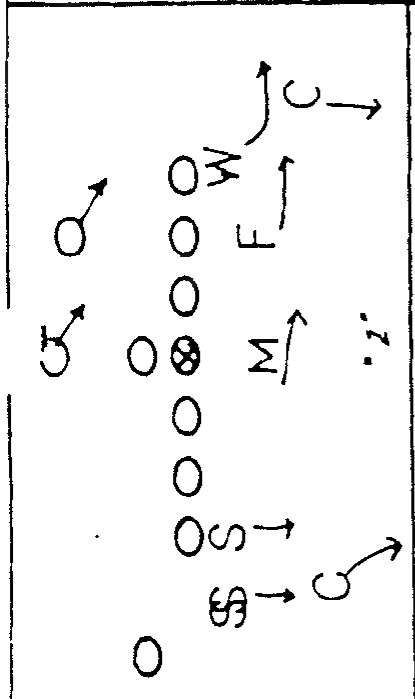
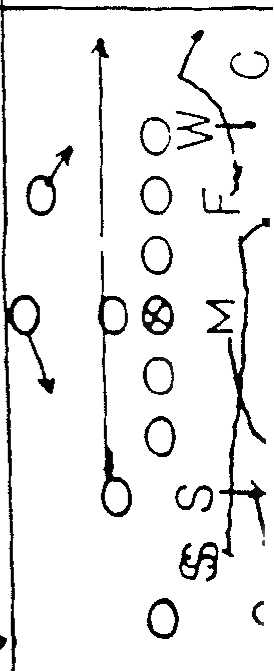
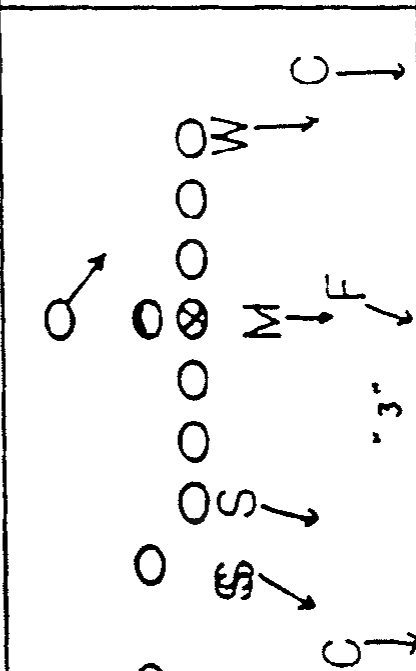
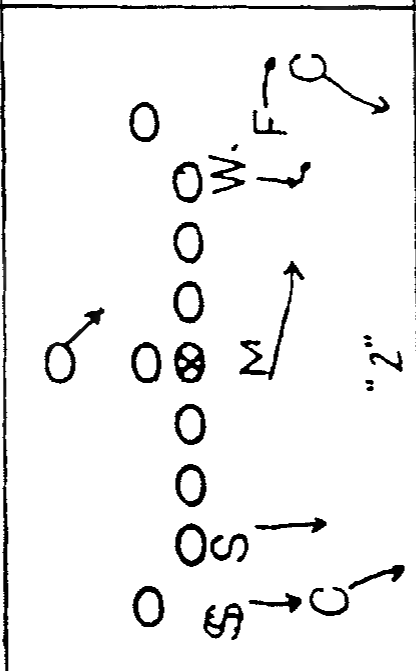
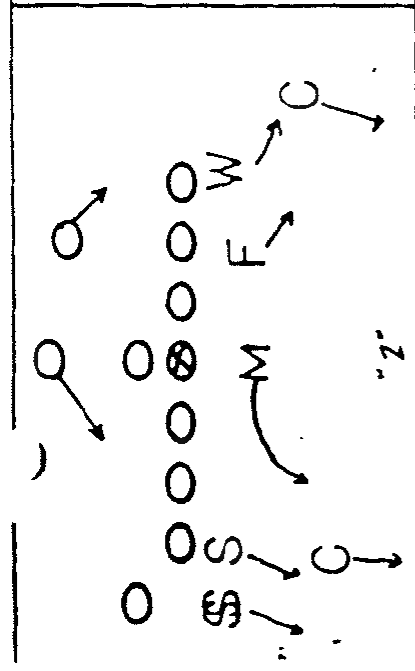
"Sally"

"Backer"



On our Stack 23 Defense, we want to have a Cover 9 look with our Free Safety playing an inside Linebacker. On all formations other than Trips, we will play a Two Deep Zone with the Corners playing deep halves. On Trips, or motion to Trips, we will play Cover "3" with the Free Safety dropping to Middle 1/3. On any change of strength motion, the Safeties will Slide over with the Free Safety playing the Strong Safety's position and the Strong Safety playing the Free Safety's position.

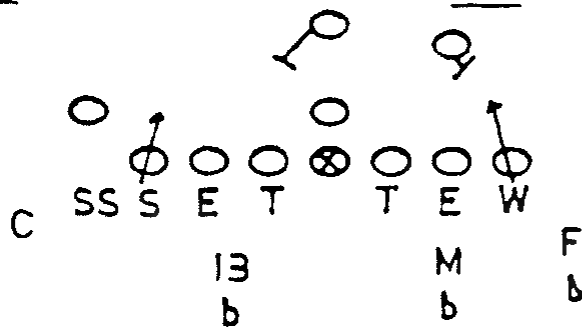
The Corners will play Air Force on Run if #1 Receiver on their side is Tight. If #1 Receiver on their side is Split - they will play Secondary Force.



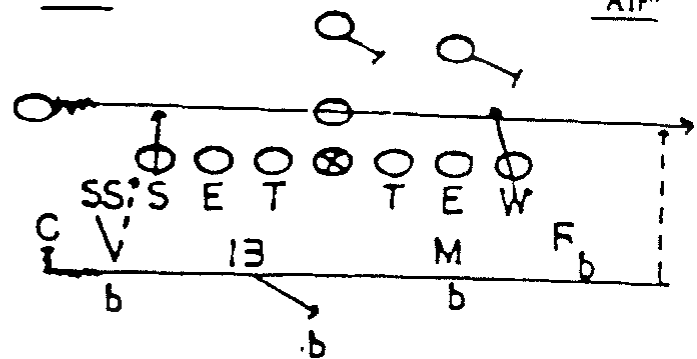
BANJO COVER

GOAL LINE

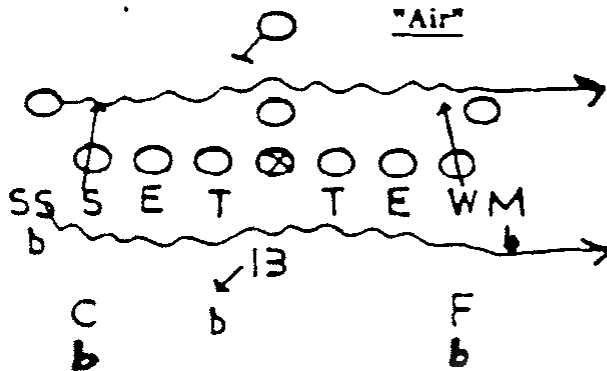
JACKS BROWN LEFT

"Air"

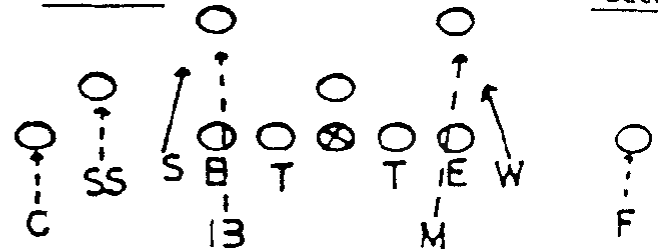
TENS BROWN LEFT

"Air""Air"

JACKS TWIN LEFT

"Air""Air"

BROWN FLOP LEFT

"Backer""Backer"

On our Goal Line defense we will use Banjo coverage if everybody is aligned tight. The purpose of our Goal Line Banjo Cover is to get the best possible run support and still be good against play action passes. If Receivers are split we will Frank cover our man.

Corner

Align opposite #1 Receiver on strong side off the line.

1. Flow toward or split flow and #1 tight:
 - A. If your man blocks you are force.
 - B. If pass develops Banjo with the Strong Safety
2. Flow away or #1 is split - cover #1 man to man.
3. If #1 is split and goes in motion; run with him and cover man to man.
4. If #1 is tight and goes in motion; strong safety will pick up motion and coverage. Close down and play as free safety.
5. If twin set and #1 is aligned tight, align opposite #2 and

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Strong Safety

I. Align on Strong Side

1. Flow toward or split flow and #1 is tight - align on line.
 - A. If #1 blocks, you are Plug.
 - B. If pass develops, Banjo with Corner and Buck.
2. Flow toward or split flow and #1 is split - align off line.
 - A. If #2 blocks, you are Force.
 - B. If pass develops, Banjo with Buck.
 - C. If #2 is split - "0" cover him man to man.
3. Flow away - drop and look for crossing Receivers coming back.
4. If #1 is split and goes in motion, Corner will run with it and you play as Weak Safety.
5. If #1 is Tight and goes in motion, run with him and cover him man to man.

II. If Flop, Align to TE side.

1. Flow toward or split flow and #1 is tight - align off line.
 - A. If #1 blocks, you are Force.
 - B. If pass develops, Banjo with Mac.
 - C. If #1 splits out, "0" cover him man to man.

Free Safety

I. Align on weak side off the line.

1. Flow toward or split flow and #1 is tight:
 - A. If #1 blocks, you are Force man.
 - B. If pass develops, Banjo with Mac.
2. If #1 is split - "0" cover him man to man.
3. Flow away - drop and look for crossing Receiver coming back.
4. If change of strength motion puts you on strong side, play as SS.
5. If Twins Set and #1 is tight, align opposite #2 and Banjo with Mac.

II. If Flop, Align on strong side and "0" cover #2 man to man.

Buck

I. On 2 Back Set, align on strong side.

1. Flow toward or split flow
 - A. Run - mirror back according to defense.
 - B. Pass - Banjo with Strong Safety.
2. Flow Away
 - A. Run - mirror Back according to defense.
 - B. Pass - Banjo with Mac
3. If #2 is split - cover #3 strong or #3 weak.

II. On 1 Back Set, align opposite remaining Back.

1. Play defense called.

Mac

I. On 2 Back Set, align on weak side.

1. Flow toward or split flow
 - A. Run - mirror Back according to defense.
 - B. Pass - Banjo with Free Safety.
2. Flow away.
 - A. Run - mirror Back according to defense.
 - B. Pass - Banjo with Buck.

Mac (continued)

II. On Twins Set

1. If #1 is split, align outside #2 off the LOS.
2. If #1 is tight, align opposite #1 on the LOS -
If #1 goes in motion, run with him.

III. On Trips Set

1. Align opposite #3, off the LOS.

Sam

1. Run - play defense called.
2. Pass - rush and contain passer.

Will

1. Run - play defense called.
2. Pass - rush and contain passer.

Ends

Align "4", play defense called.

Tackles

Align 2 "I", play 2 "I".

•• Motion Adjustments:

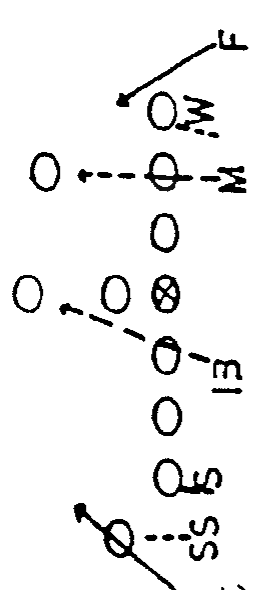
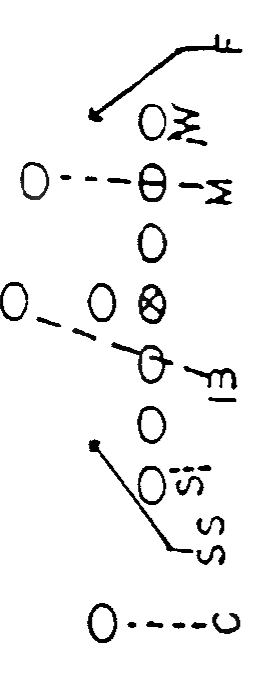
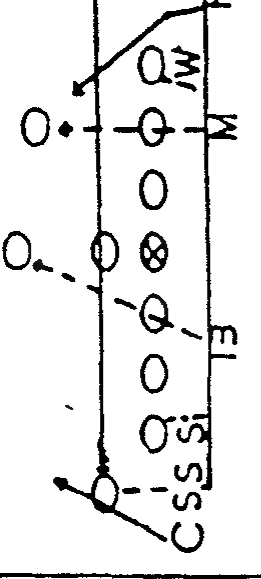
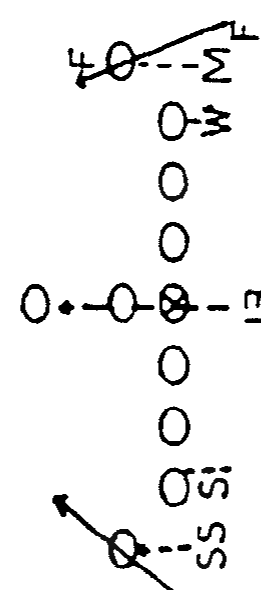
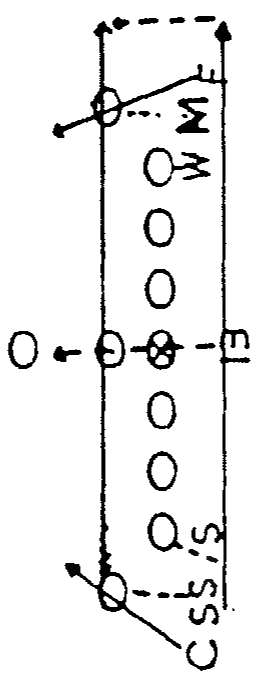
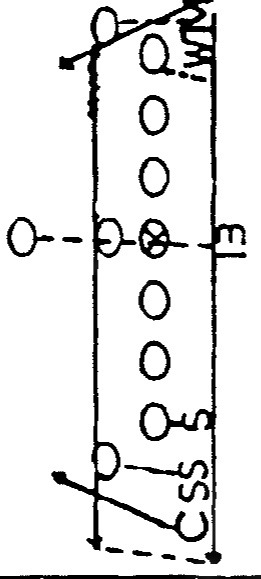
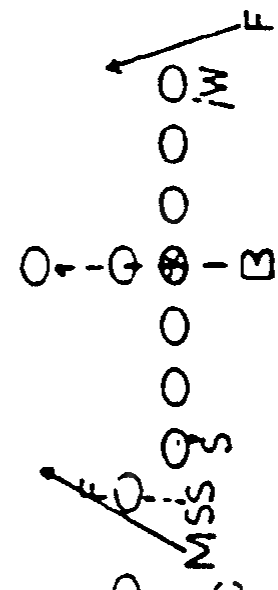
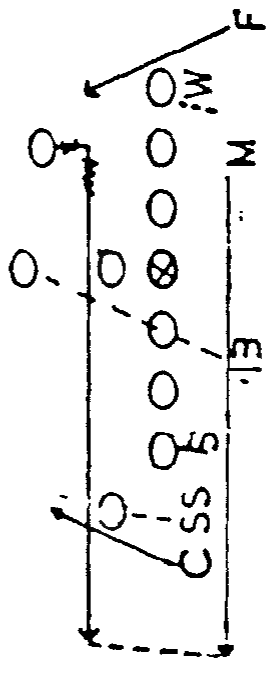
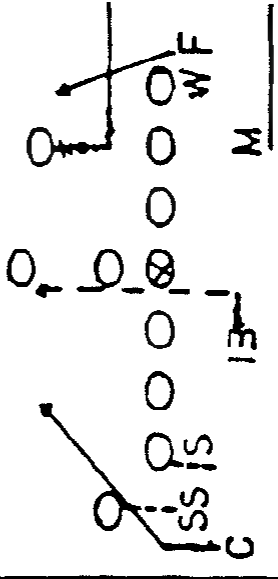
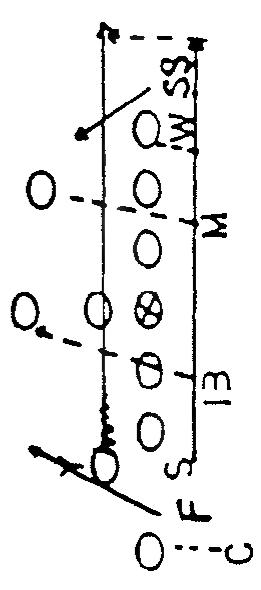
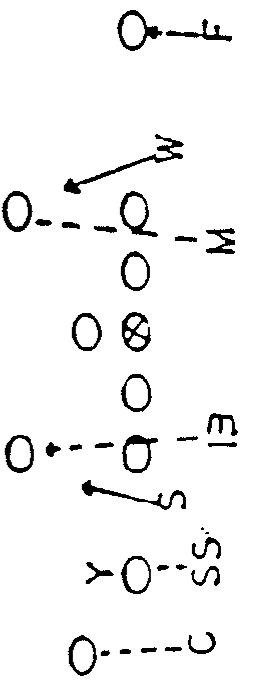
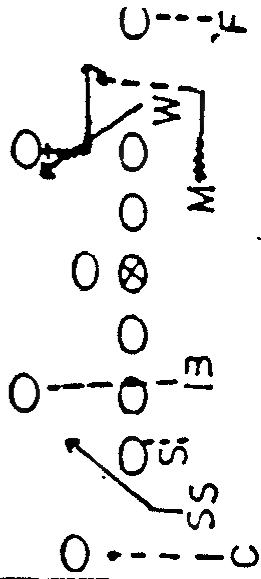
1. Motion of Back - bump out.
2. Motion of Receiver - man aligned opposite runs with him.

GOAL LINE BANJO COVER

POSITION	RUN RESPONSIBILITY	PASS RESPONSIBILITY
STRONG CORNER	Align Strong - Flow To: #1 is tight - force if he blocks. #1 is split - secondary force.	#1 is tight - Banjo cover. #1 is split - "O" cover your man. If twin and #1 is tight, Banjo from an inside alignment.
STRONG SAFETY	Align Strong - Unless Flop Flow To: #1 is tight - Plug. #1 is split - Force if #2 blocks. #2 is split - secondary force.	#2 is tight - Banjo cover #2 is split - "O" cover #2
FREE SAFETY	Align Weak - Unless Flop Flow To: #1 is tight - force if he blocks. #1 is split - secondary force.	#1 is tight - Banjo cover #1 is split - "O" cover #1 If twin and #1 is tight, Banjo from an Inside Alignment.
SAM	Defense called	Rush passer and contain QB
BUCK	Mirror Back	<u>2 Back Set</u> Banjo cover #3 strong or #3 weak <u>1 Back Set</u> Align opposite the remaining back and cover him.
MAC	Mirror Back	<u>2 Backs Set</u> Banjo cover #2 weak or #4 strong. <u>Twin Set</u> 1. If #1 is split, align opposite #2 and cover him. 2. If #1 is tight align opposite #1 and Banjo with F.S. <u>Trips Set</u> 1. Align opposite #3 & Banjo with
WILL	Defense called	Rush passer and contain QB

ADJUSTMENTS:

1. Motion of a man aligned in backfield - bump out.
2. Motion of a man aligned as receiver - man aligned opposite him: run with.



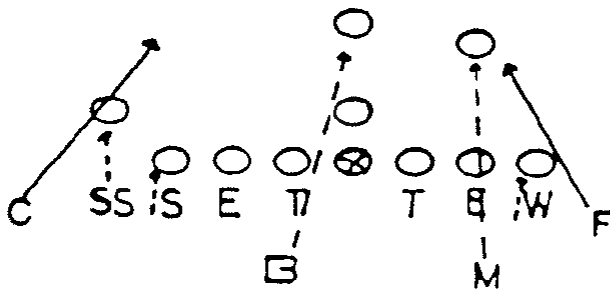
10'

GOAL LINE BASH

JACKS BROWN LEFT

"Cora"

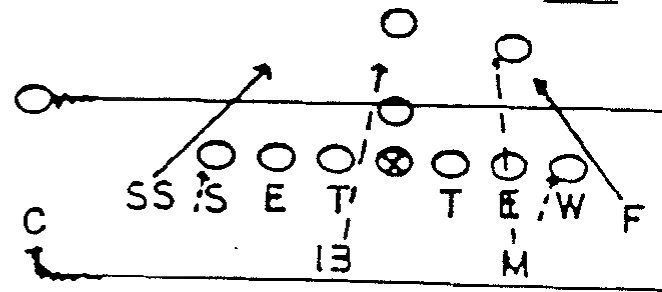
"Sally"



TENS BROWN LEFT W DIVIDE

"Cora"

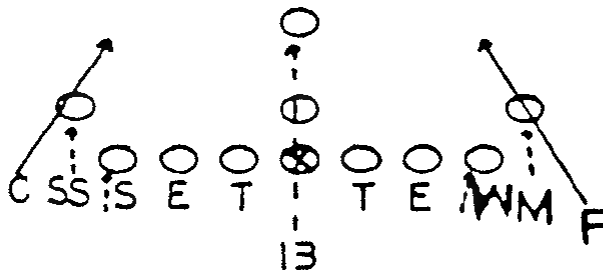
"Sally"



JACKS TWIN LEFT

"Cora"

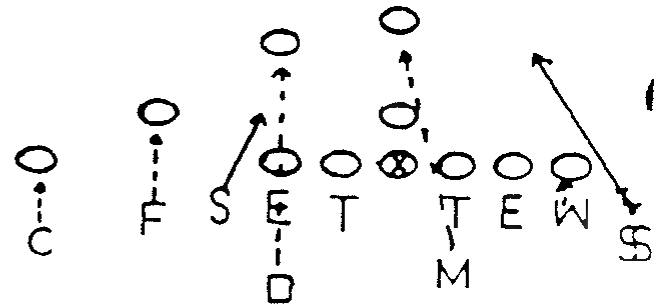
"Sally"



BROWN FLOP LEFT

"Backer"

"Backer"



On our Goal Line Bash defense we will play straight Frank coverage if we are not involved in a blitz. The purpose of our Goal Line Bash defense is to get hard outside force and still be solid inside. The line will play base goal line and Buck and Mac will mirror the Backs. The man who is the widest uncovered defender to his side is the one who Bashes. Sam and Willie will normally be involved in coverage.

Corner

Align on strong side

1. If #1 is tight
 - A. Run - you are force man.
 - B. Pass - rush and contain QB. You are Bash Man.
2. If #1 is split - "O" cover him man to man.
3. If your man goes in motion - run with him and cover man to man.

Strong Safety I. Align on strong side

1. If #1 is tight
 - A. Run - your man blocks you are plug man.
 - B. Pass - cover #1 with "O" technique.
2. If #1 is split and #2 is tight
 - A. Run - you are force man
 - B. Pass - rush and contain QB. You are Bash Man.
3. If #2 is split - "O" Cover him man to man.
4. If your man goes in motion, run with him and cover him.

- II. If Flop, align on TE side. If #1 Tight, Bash
If #1 Split, "O" cover him

Free Safety I. Align on weak side

1. If #1 is tight
 - A. Run - you are force man.
 - B. Pass - Rush and contain QB. You are Bash Man.
2. If #1 is split - "O" cover him man to man.
3. If your man goes in motion, run with him and cover him.

- II. If Flop, align on strong side and "O" cover #2 man to man.

Buck

2 Back Set - align on strong side

1. Run - mirror back
2. Pass - cover #3 strong or #3 weak man to man

1 Back Set

1. Align opposite remaining back. Cover him man to man.
2. If your man goes in motion, run with him and cover him.

Mac

2 Back Set - align on weak side

1. Run - mirror back
2. Pass - cover #2 weak or #4 strong.

Twin Set

1. If #1 weak is tight, align opposite #1 and cover him
2. If #1 weak is split - rush and contain QB: you are Bash Man.

Trips Set

1. Align strong. Rush and contain QB; you are Bash Man.

Sam

1. If #2 is tight
 - A. Run - your man blocks you are plug man.
 - B. Pass - cover #2 man to man
2. If #2 is split
 - A. Run - you are force man
 - B. Pass - rush and contain QB. You are Bash Man.
3. Trips
 - A. Cover #3 strong.
4. If your man goes in motion, cover him.

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Two Back Set and Trips:

Will

1. If #1 is tight
 - A. Run - your man blocks you are plug man.
 - B. Pass - cover #1 man to man.
2. If #1 is split
 - A. Run - you are force man.
 - B. Pass - rush and contain QB. You are Bash Man.
3. Twins
 - A. Cover #2 weak man to man
4. If your man goes in motion, cover him.

Ends

Align "4" play 4 "O"

Tackles

Align 2 "I" play 2 "I".

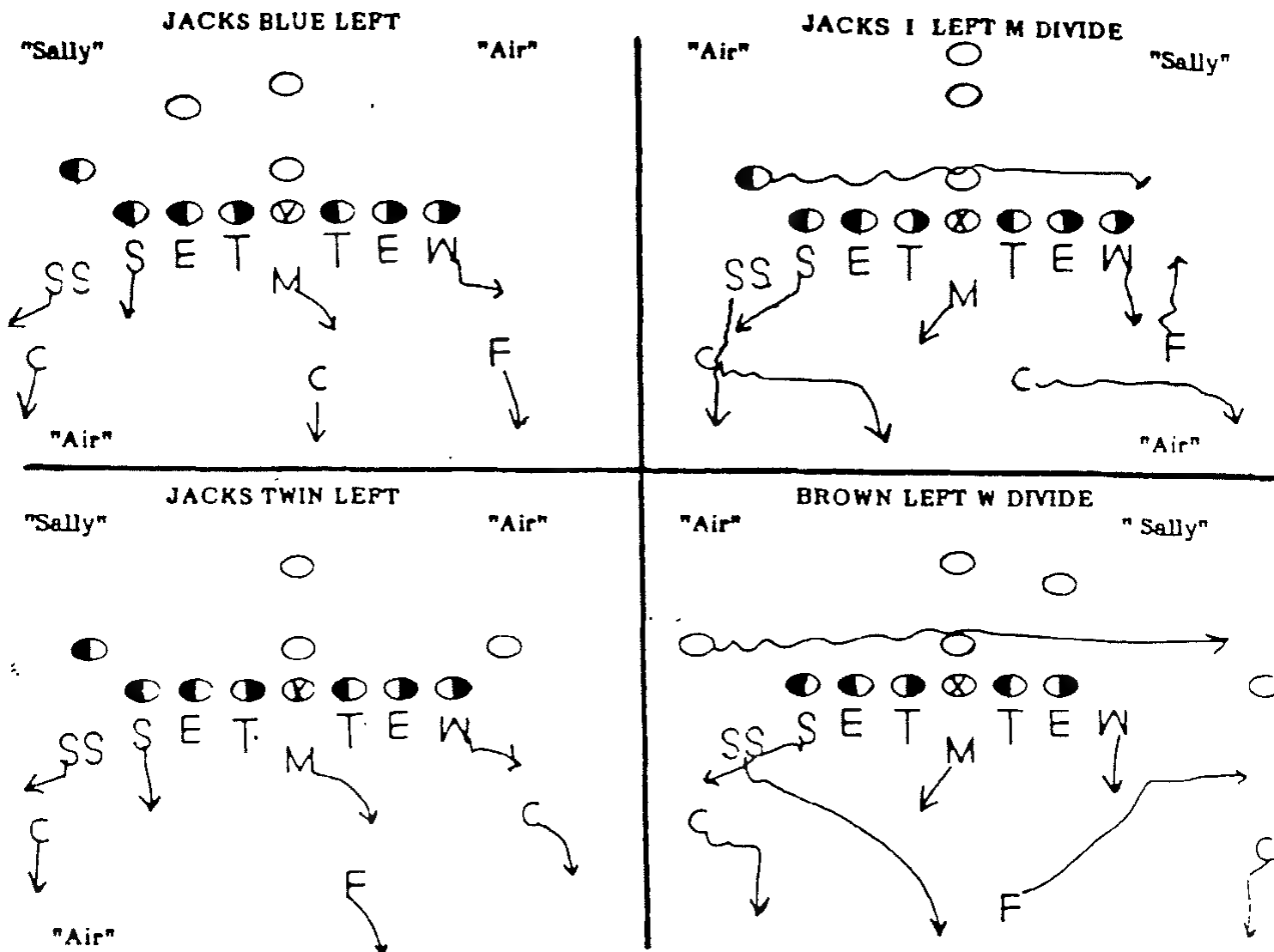
GOAL LINE BASH

-13

POSITION	RUN RESPONSIBILITY	PASS RESPONSIBILITY
STRONG CORNER	Align Strong Flow to: #1 is tight - Force #1 is split - Secondary Force	#1 is tight - rush and contain QB. <u>B</u> #1 is split - "O" cover #1.
STRONG SAFETY	Align Strong (Unless Flop) Flow to: #1 is tight - plug if he blocks. #1 is split - force. #2 is split - Secondary Force.	#1 is tight - "O" cover #1. #1 is split - rush and contain QB. <u>Ba</u> #2 is split - "O" cover #2.
FREE SAFETY	Align Weak (Unless Flop) Flow to: #1 is tight - Force #1 is split - Secondary Force	#1 is tight - rush and contain QB. <u>B</u> #1 is split - "O" cover #1.
SAM	Flow to: #2 is tight - plug if #2 blocks. #2 is split - force.	#2 is tight - Frank cover #2. #2 is split - rush and contain QB. <u>Ba</u> Trips - Cover #3
BUCK	Mirror Backs	<u>2 Back Set</u> Align opposite and cover #3 strong or #3 weak. <u>1 Back Set</u> Cover remaining back
MAC	<u>2 Back Set</u> Mirror Backs <u>1 Back Set</u> Plug or Force according to alignment	<u>2 Back Set</u> Align opposite and cover #2 weak or #4 strong. <u>Twin Set</u> 1. #1 is split - rush & contain QB. 2. #1 is tight - cover #1 <u>Trips Set</u> 1. Align strong; rush & Contain QB <u>Bash</u>
WILL	Flow to: #1 is tight - plug if #1 blocks. #1 is split - Force.	#1 is tight - Frank cover #1 #1 is split - rush and contain QB. <u>B</u> Twins - Cover #2 weak.

ADJUSTMENTS:

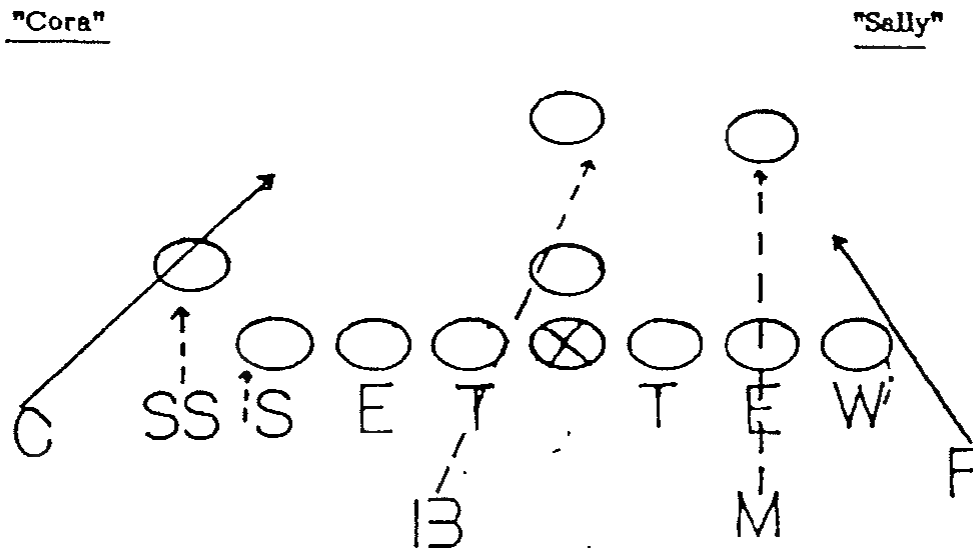
1. If your man goes in motion, cover him
2. If you are the Bash man by original alignment; you will Bash regardless of motion



On our Pro Short Yardage Cover 33 Defense we will be in Cover 33 on all formations and motions.

FRONTS - LBer RUSHES - BLITZES

GOAL LINE BASH



Our Goal Line Bash defense will be a blitz involving the two outside defenders who normally are the outside force men. If their receiver is split the next inside defender will do the Bashing.

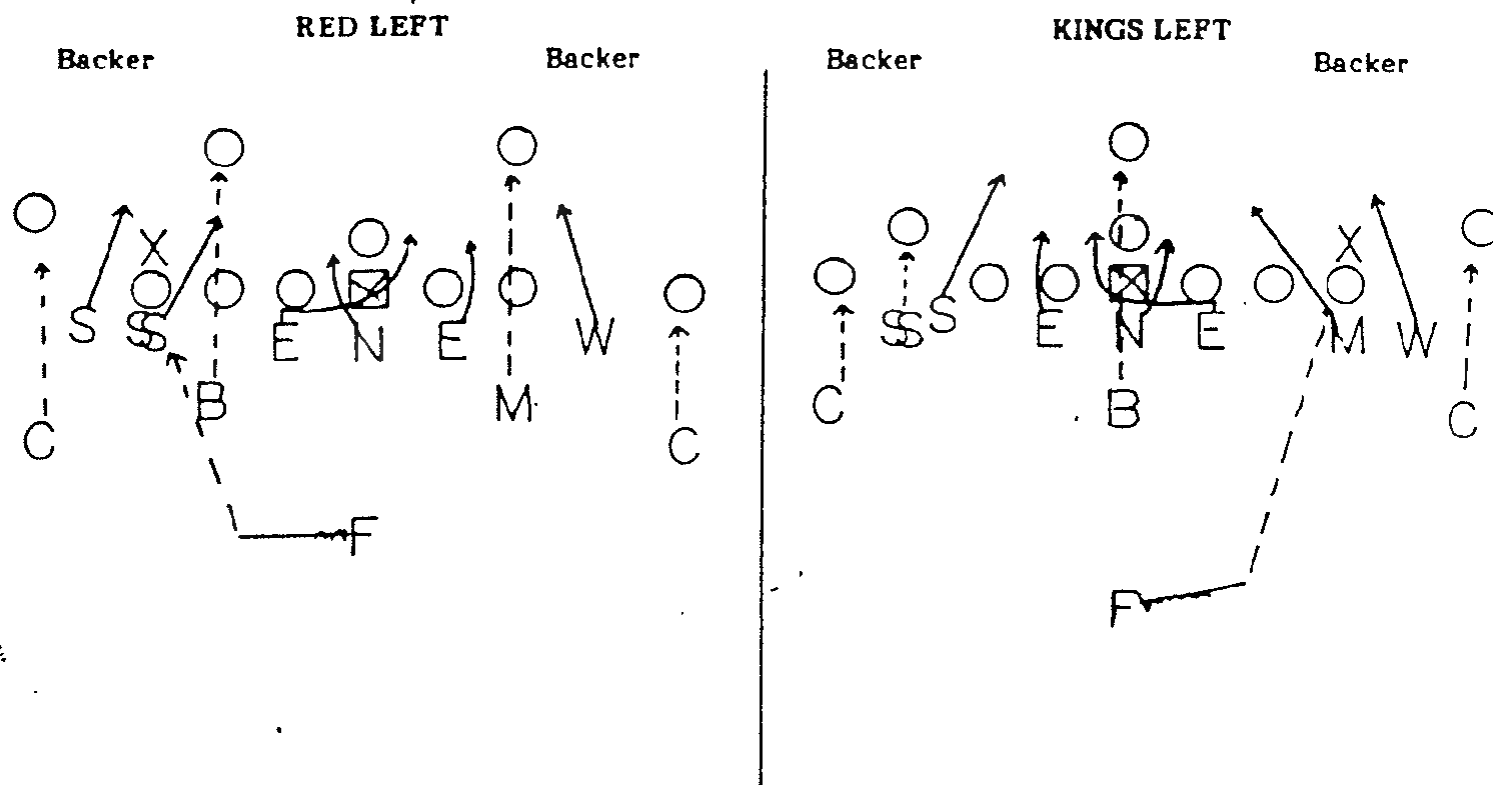
POSITION

RESPONSIBILITY

Corner	Align Strong - if your man tight - <u>Bash</u> ; if your man split - "O" cover
Strong Safety	Align strong - if widest uncovered defender - <u>Bash</u> ; if #2 split - "O" cover.
Free Safety	Align weak - if your man tight - <u>Bash</u> ; if your man split - "O" cover.
Buck	Align on and cover #3 strong or #3 weak.
Mac	Align on and cover #2 weak or #4 strong.
Sam	If #2 tight - "O" cover him. If #2 split - <u>Bash</u> .
Willie	If #1 tight - "O" cover him. If #1 split - <u>Bash</u> .
Ends	4 "O"
Tackles	2 "I"

FRONTS - LB'er RUSHES - BLITZES

BEAR "X" BLITZ COVER "0"



On our Bear "X" Blitz we will always Blitz our two OLB's and the defender that is aligned over "X". Sometimes it will be the Strong Safety and other times it will be the Mac Backer. The Nose will Blitz the "1" Gap to the side of "X", and the End on the side of "X" will run a Loop with the Nose.

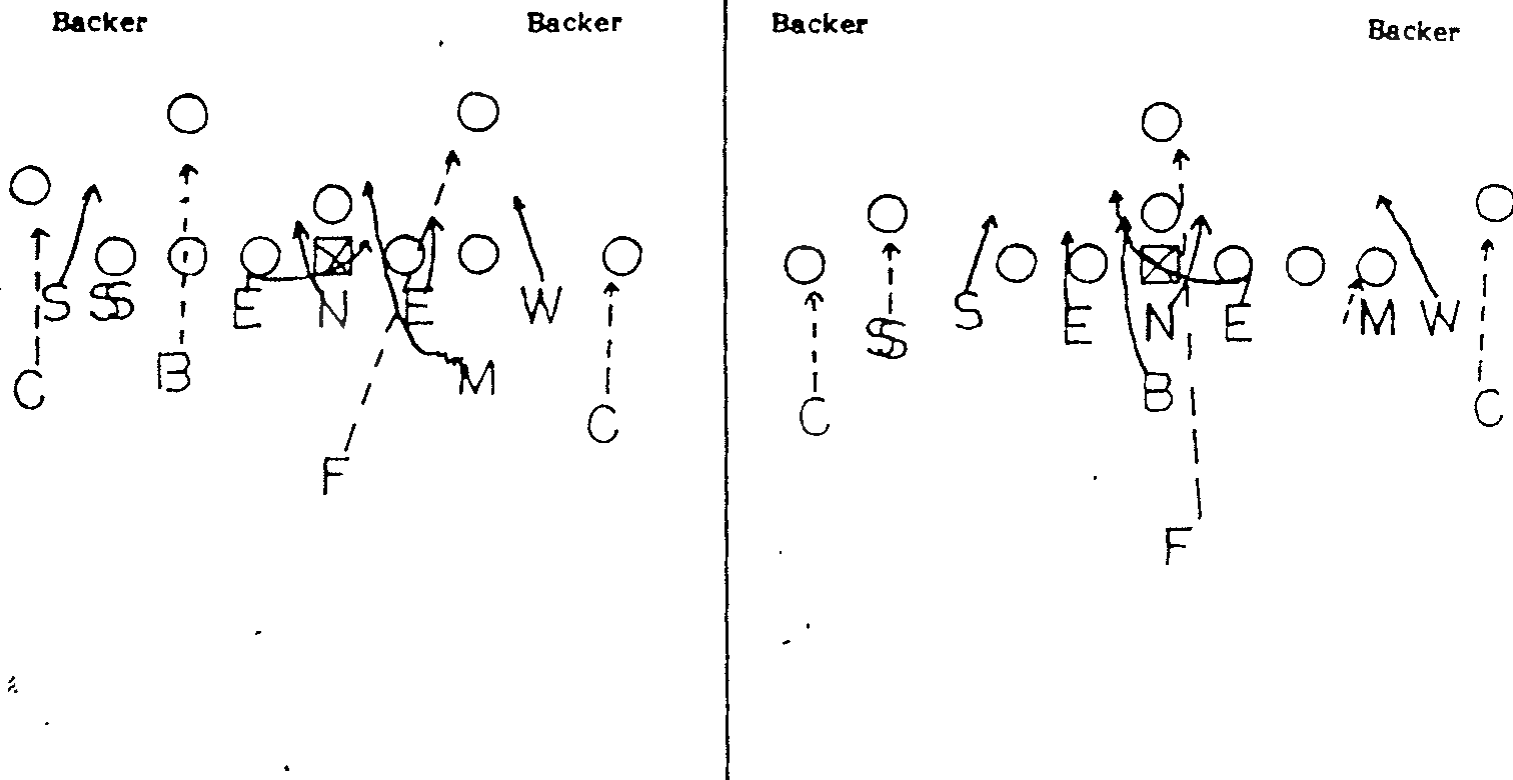
We will align & adjust to motion exactly like we do on Bear 1 Dog Switch. If two Tight Ends or no Tight Ends in game, we will run Blitz from Strong Side.

Strong Corner	Cover #1 with "0" Technique.
Weak Corner	Cover your man with "0" Technique.
Strong Safety	A. If aligned on "X" - Blitz 5 Gap. B. If aligned away from "X" - "0" cover your man. C. If no TE, or TE is Split out - Blitz outside & Contain.
Sam	Contain Rush. If Blitzing Safety or Mac is aligned outside of you, go inside Back's block.
Buck	"0" Cover your man. Pressure Rush if he blocks.
Mac	A. If aligned on "X" - Blitz 5 Gap. B. If aligned on "X" and "X" is Split - Contain Rush. C. If aligned away from "X" - "0" cover your man & Pressure Rush if he blocks.
Will	Contain Rush - if Blitzing Safety or Mac aligned outside of you, go inside Back's block.
Free Safety	"0" Cover "X". If no TE - "0" cover #2 Strong.
End to X	Run Loop with Nose.
Nose	Blitz 1 Gap to "X" Side.
End away from X	Blitz "3" Gap.

BEAR "Y" BLITZ COVER 10

RED LEFT

KINGS LEFT



On our Bear "Y" Blitz we will always Blitz our Two OLBer's and the Inside Linebacker that is aligned to the Split End side. Sometimes it will be the Mac Backer and other times it will be the Buck Backer. The Nose will Blitz the "1" Gap to the side of "X" and the End on the side of "X" will run a Loop with the Nose.

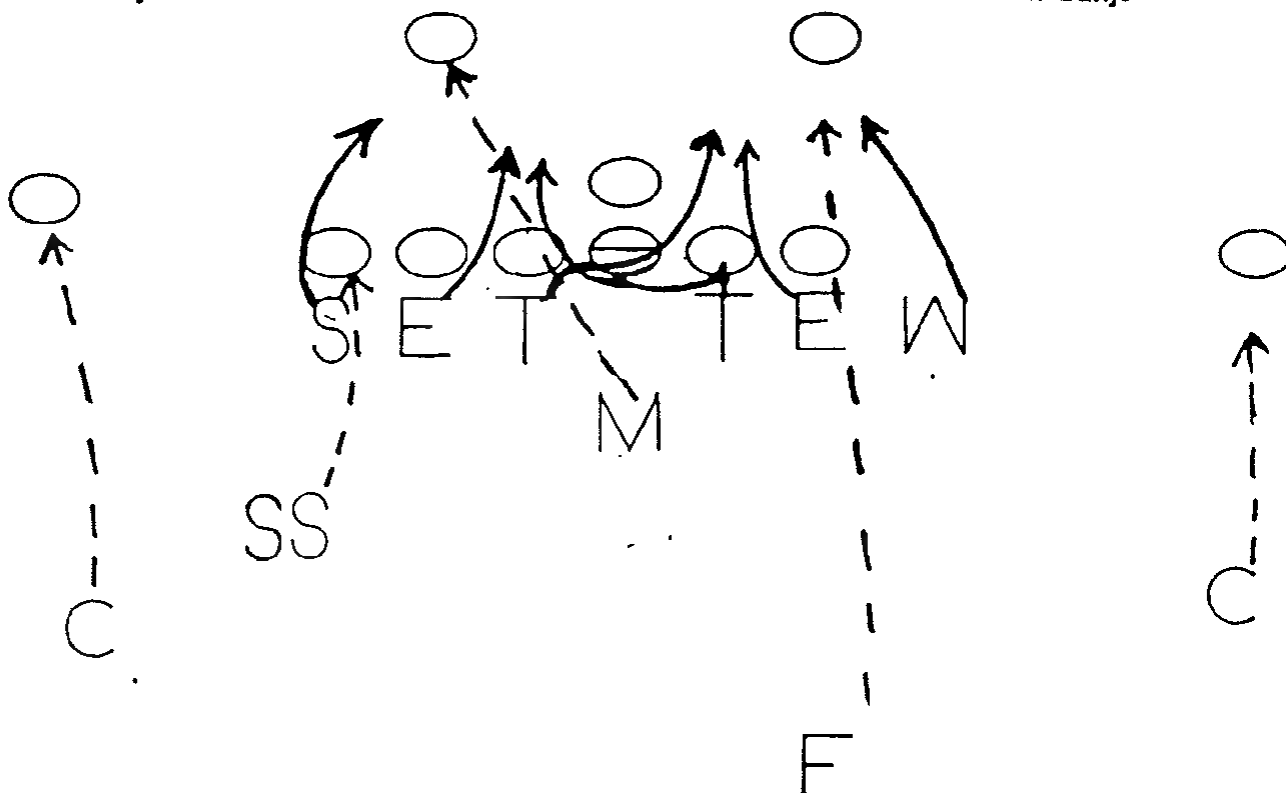
The ILB that is rushing will always Blitz the 1 Gap to the SE side. If there are two TE's or no TE in game, the ILB will Blitz the 1 Gap to the Weak side. We will align and adjust to motion exactly like we do on Bear 1 Dog Switch.

Strong Corner	Cover #1 with "0" Technique.
Weak Corner	Cover your man with "10" Technique.
Strong Safety	"0" Cover your man; if he blocks, Pressure Rush.
Sam	Contain Rush. If Receiver blocks on you, take him to QB.
Buck	A. Two Back Set & aligned to <u>X</u> : Cover first Back to your side or second Back away. Pressure Rush if your man blocks. B. One Back Set, or Two Back Set if aligned to <u>Y</u> : Blitz 1 Gap to Split End Side.
Mac	One Back Set, or Two Back Set & aligned to <u>X</u> : Cover your man with "0" Technique. Pressure Rush if he blocks.
Will	Contain Rush. If Receiver blocks you, take him to QB.
Free Safety	Cover First Back out to SE side or Second Back away. If Two TE's or no TE, Cover #2 Weak. (On all One Back Sets- cover the Back)
End to X	Run Loop with Nose.
Nose	Blitz 1 Gap to "X" Side.
End away from X	Blitz "3" Gap.

PRO DOG COVER 10

"Backer"
"Air Banjo"

"Backer"
"Air Banjo"



Our Pro Dog Cover 10 defense is a blitz involving the Line, Sam and Will. Once formation is set it becomes a stay defense and the blitz will not change regardless of motion. We will use Cover "1" alignment rules but will run with all motion. Free Safety and Mike must communicate on motion involving their men.

Strong Corner	Cover #1 strong with "O" technique.
Weak Corner	1. If aligned weak - cover #1 weak using "O" technique. 2. If aligned strong - cover #2 strong using "O" technique.
Strong Safety	1. If aligned strong - cover #2 using "O" technique. 2. If aligned weak - cover #1 using "O" technique.
Sam	Contain Rush - Backer Force on run. If Banjo called - Air Force
Mike	2 Back Set - Fullback. 1 Back Set - Remaining Back.
Will	Contain Rush - Backer Force on Run. If Banjo call - Air Force.
Free Safety	2 Back Set - cover HB weak. 1 Back Set - Cover #3 strong or #2 weak.
Strong End	3 Gap Charge
Strong Tackle	Execute strong Loop technique.
Weak Tackle	Execute strong Loop technique.
Weak End	3 Gap Charge.

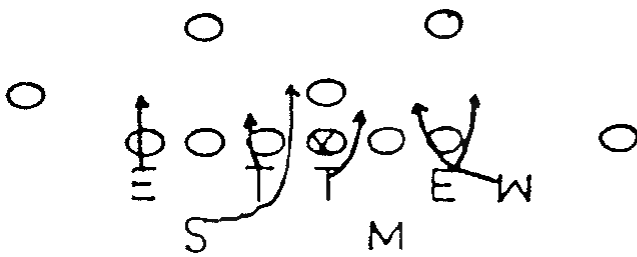
* Possible Banjo between Strong Safety and Free Safety.

** We will also have Over, Under, Swim, or Sink Dog with Rush lanes being determined by Game Plan. Coverage will stay the same.

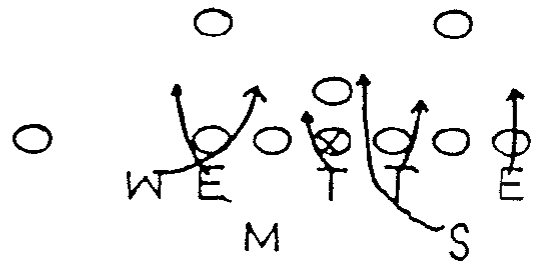
FRONTS - LB'ER RUSHES - BLITZES

DOG COVER 10 VARIATIONS

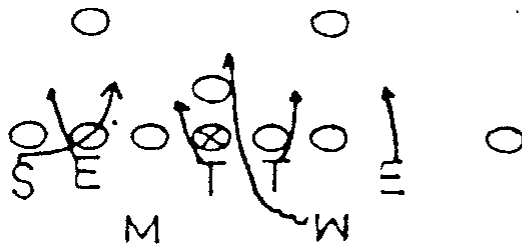
OVER DOG 10



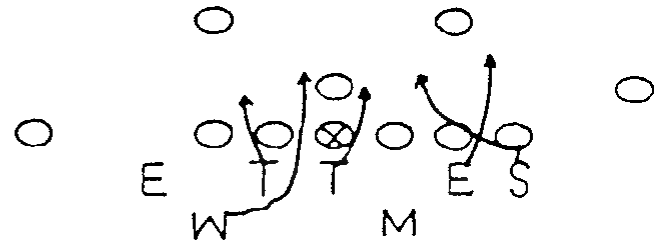
OVER DOG 10



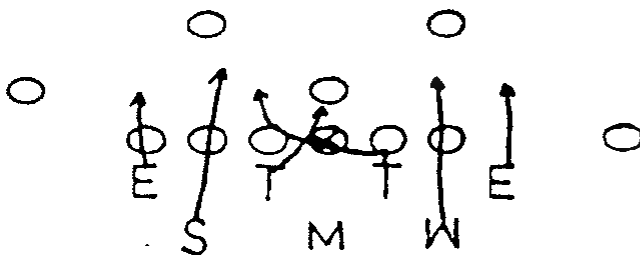
UNDER DOG 10



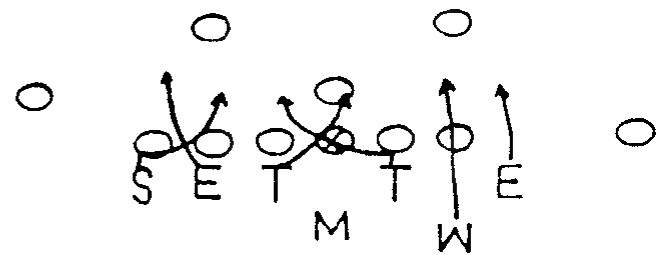
UNDER DOG 10



SWIM DOG 10



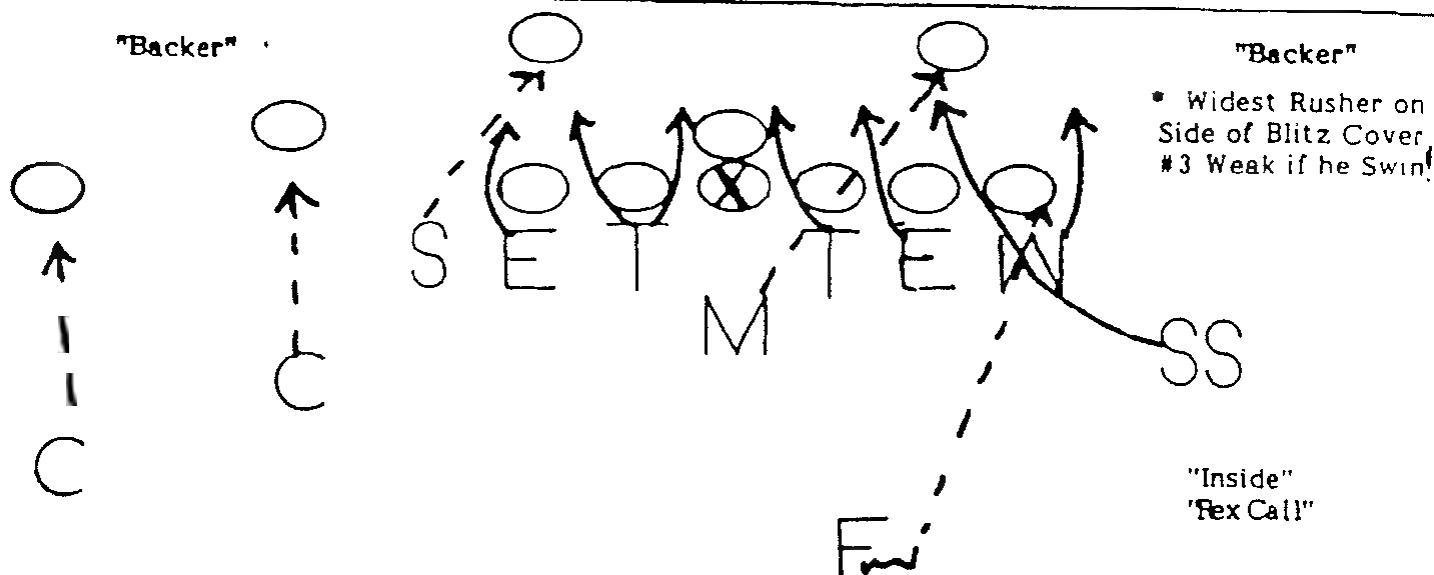
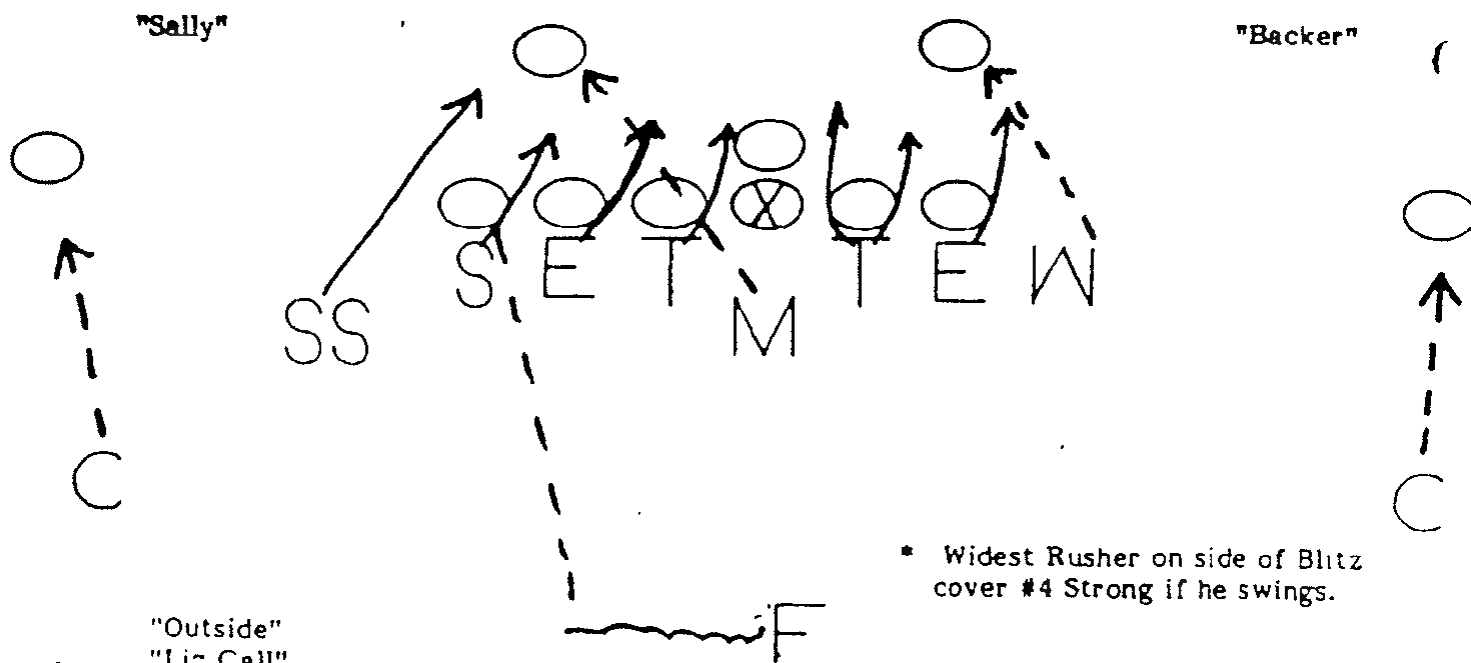
SINK DOG 10



KEY DOG 10: If Key Dog 10 is called in huddle, Mike will call one of the above alignments based on Formation. We will then execute appropriate Dog Blitz from that alignment.

FRONTS - LBER RUSHES - BLITZES

PRO SNAKE COVER "O"



Our Pro Snake is a Blitz that will involve the Line, Strong Safety, and OLB on Strong Safety's side. Strong Safety must make Rex or Liz call which indicates side of Blitz. If Regular or Ace personnel are in game, we will flip-flop our Corners to "W" and "Y" as in Cover "1". If both Corners are aligned on one side, Strong Safety must align on opposite side and Blitz from that side.

If Kings, Queens or Flush personnel in game, Corners will align left and right, and Strong Safety will align on #2 strong and we will Blitz from that side. Once Formation is set, it becomes a stay defense and we will Blitz from that side regardless of any change of strength motion. The Defensive Backs will run with their man and LB's will bump motion across and pick it up on other side.

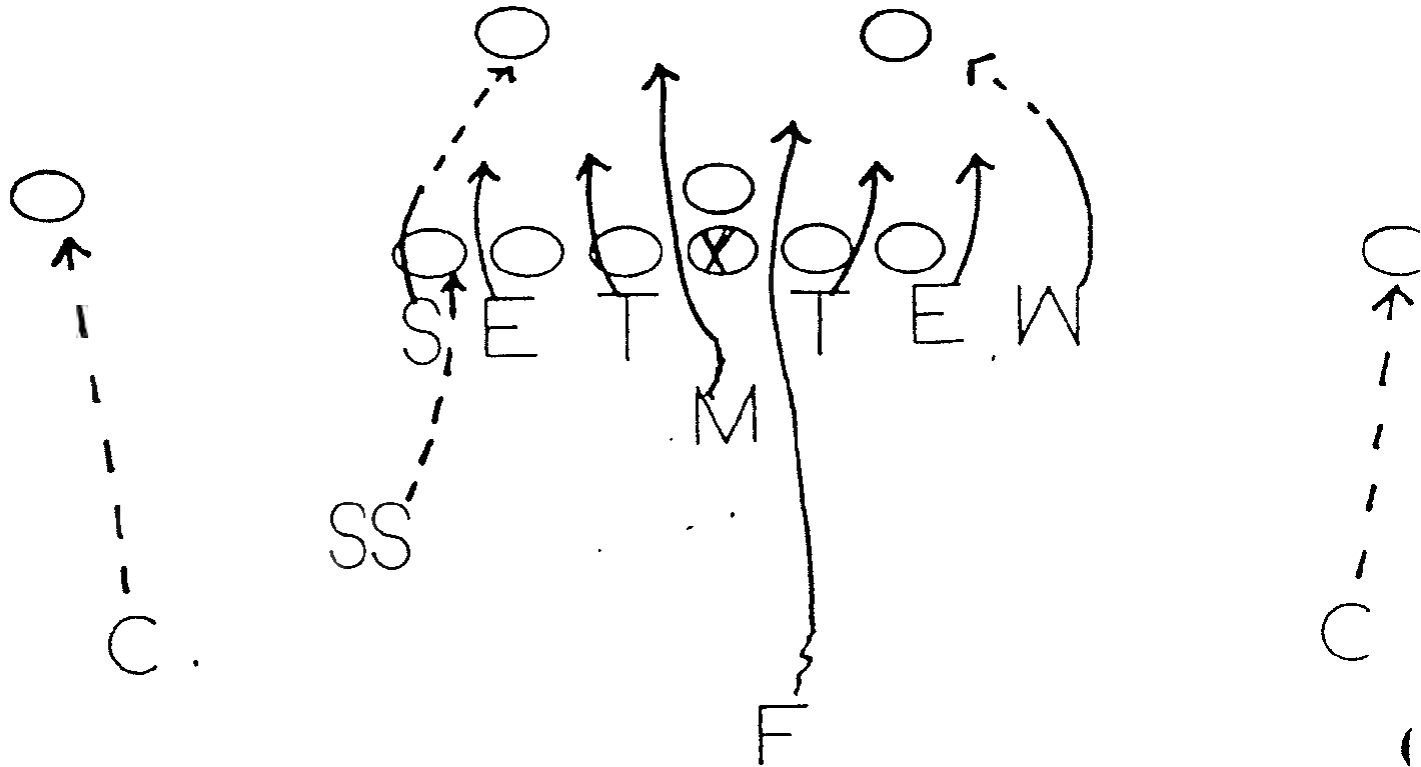
STUNTS - LBer - BLITZES

PRO SNAKE COVER "O"

Strong Corner	Cover #1 Strong using "O" Technique.
Weak Corner	1. If aligned weak - cover #1 weak using "O" Technique. 2. If aligned strong - cover #2 strong using "O" Technique.
Strong Safety	Regular "1" alignment. Make "Rex" or "Liz" call to indicate side of Blitz. 1. "Outside Call" - Blitz 7 Gap to Force. 2. "Inside Call" - Blitz 5 Gap to Plug. If Back blocks you, go inside his block.
Free Safety	"O" Cover Strong Safety's man.
OLB	I. On Strong Safety side: A. "Outside Call" - Blitz 5 Gap. If back blocks you, go inside his block. Plug on Run. B. "Inside Call" - Blitz 7 Gap to Force.
OLB	II. Away from Strong Safety: Regular Formation - Cover #2 weak or #4 strong. Pro Flop or Ace Flop - Cover #3 strong or #3 weak.
Mike	Regular Formation - Cover #3 strong or #3 weak. Pro Flop or Ace Flop - Cover #2 weak or #4 strong.
Ends	1. On side of Rex or Liz Call - 3 Gap Charge 2. Away from Rex or Liz Call - 5 Gap Charge - Contain Rush
Tackles	1. On side of Rex or Liz Call - 1 Gap Charge 2. Away from Rex or Liz Call - Free Rush

STUNTS - LBer RUSHES - BLITZES

PRO FOX COVER "O"



- Widest Rusher Cover #4 Strong or #3 Weak on Swing. (DE's)

Our Pro Fox is a Blitz that involves the Line, Mike, and the Free Safety. We will use normal "1" alignment rules. Once strength is set it becomes a stay defense. Change of strength motion will not change the Blitz. Secondary will run with all motion and Linebackers will bump it across. The OLB's will pressure rush their man.

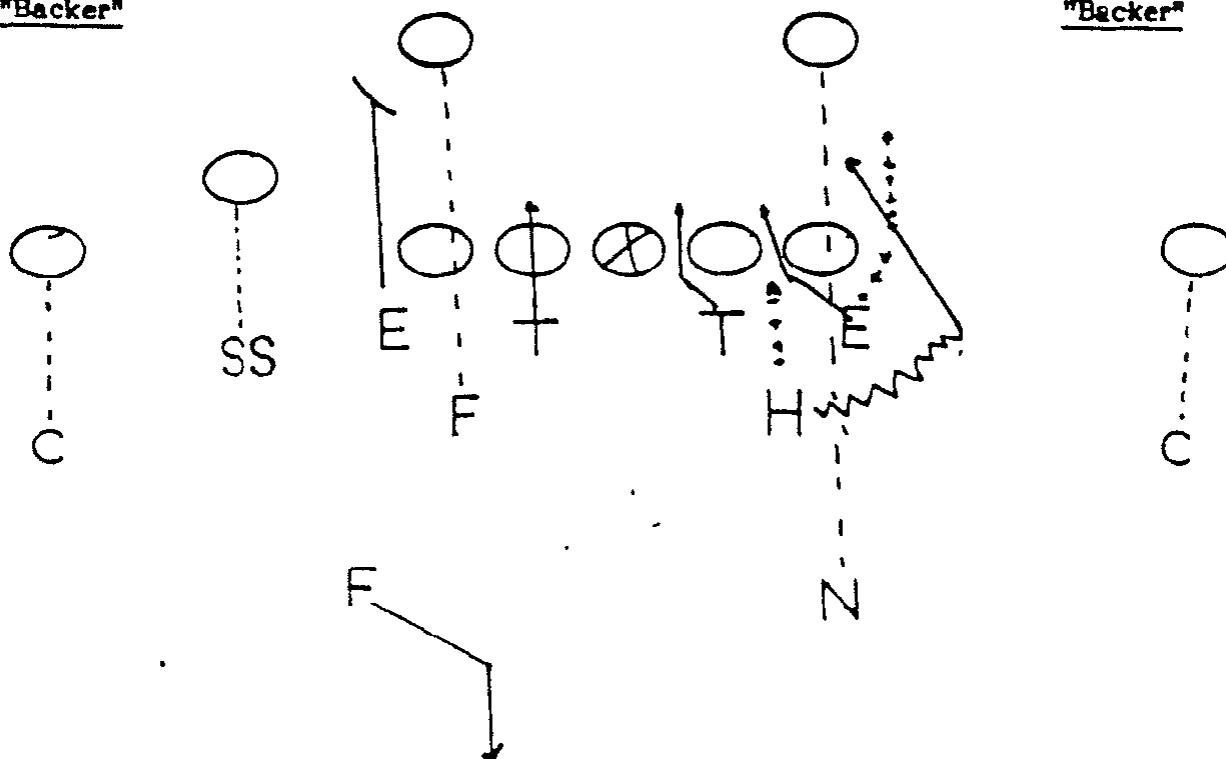
Mike	Blitz Strong #1 Gap.
Free Safety	Blitz Weak #1 Gap. If Center blocks you, absorb block and drop to hole.
Sam	Pressure rush #3 strong or #3 weak.
Will	Pressure rush #2 weak or #4 strong.
Corners	"O" cover your man.
Strong Safety	"O" cover your man.
Ends	5 Gap charge - Contain QB.
Tackles	3 Gap charge.

FRONTS - LBer RUSHES - BLITZES

NICKEL 51 WILL

"Backer"

"Backer"



Nickel 51 Will is a blitz involving the defensive line and the "H" Linebacker. This is a Stay Defense. Once strength is determined, we will Rush from that side regardless of motion. We will run with our men when they motion across the formation. Bump rules may apply.

POSITION

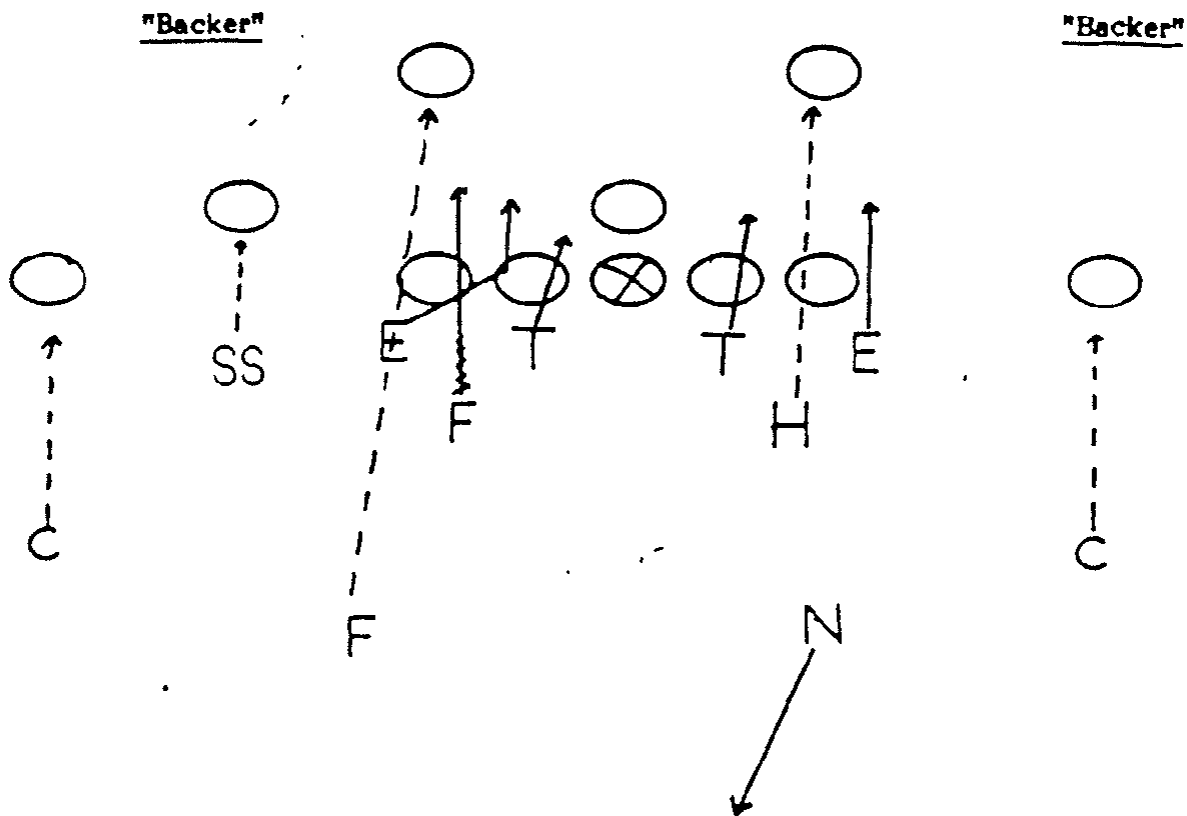
RESPONSIBILITY

Corners	Align left and right, cover #1 Man to Man.
Free Safety	Deep middle, help stress situation.
Nickel Back	Cover #2 weak - if he blocks, free to hole.
Strong Safety	Cover #2 strong, Man to Man.
"F" Backer	Cover #3 strong, Man to Man.
"H" Backer	Rush weak side, #1, #3, #5 Gap according to game plan. (i.e. Scrape Cross, Easy Cross)
Strong End	Contain rush.
Weak End	Run stunt with "H" Backer according to game plan. (i.e. Scrape Cross, Easy Cross)
Defensive Tackles	Run stunt according to game plan.

- C.P. Our 51 Will is a variety of movements to the weak side between the "H" Linebacker and the Defensive Line.

FRONTS - LBer RUSHES - BLITZES

NICKEL 51 SAM



Nickel 51 Sam is a Rush involving the defensive line and the "F" Linebacker. This is a Stay Defense. Once strength is determined, we will blitz from that side regardless of motion. We will run with our men when they motion across the formation. Bump rules may apply.

POSITION

RESPONSIBILITY

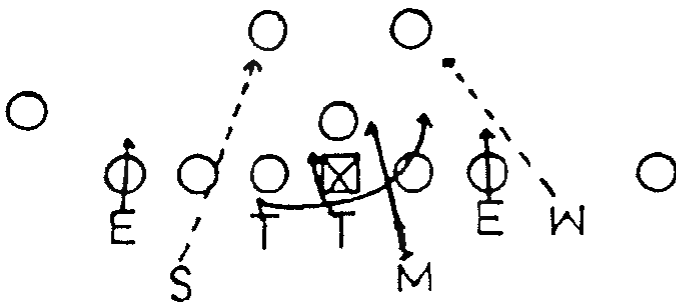
Corners	Align left and right, cover #1 Man to Man.
Nickel Back	Deep middle, help stress situation.
Free Safety	Cover #3 strong - if he blocks, free to hole.
Strong Safety	Cover #2 strong, Man to Man.
"H" Backer	Cover #2 weak, Man to Man.
"F" Backer	Rush strong side, #1, #3, #5 Gap according to game plan. (i.e. Scrape Cross, Easy Cross)
Weak End	Contain rush.
Strong End	Run stunt with "F" Backer according to game plan. (i.e. Scrape Cross, Easy Cross)
Defensive Tackles	Run stunt according to game plan.

- * C.P. Our 51 Sam is a variety of movements to the strong side between the "F" Linebacker and the Defensive Line.

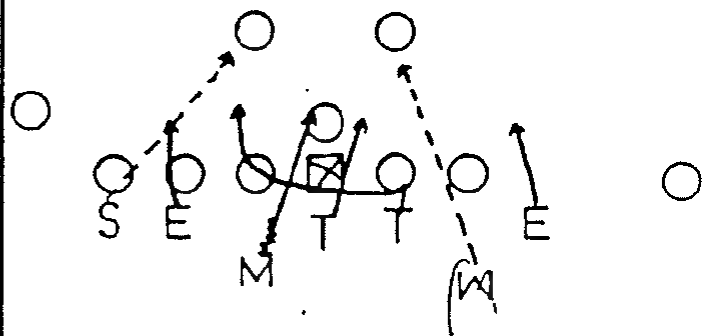
STUNTS - LB'ER RUSHES - BLITZES

1 MIKE

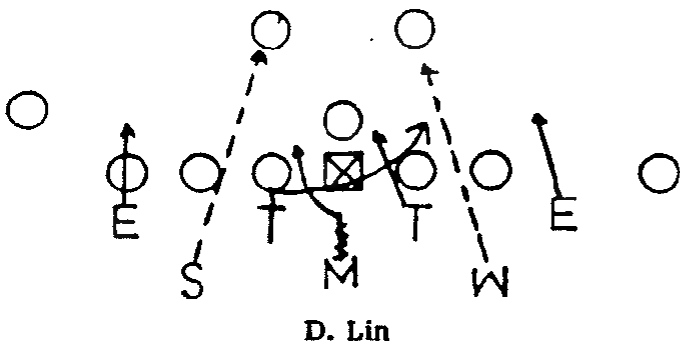
OVER



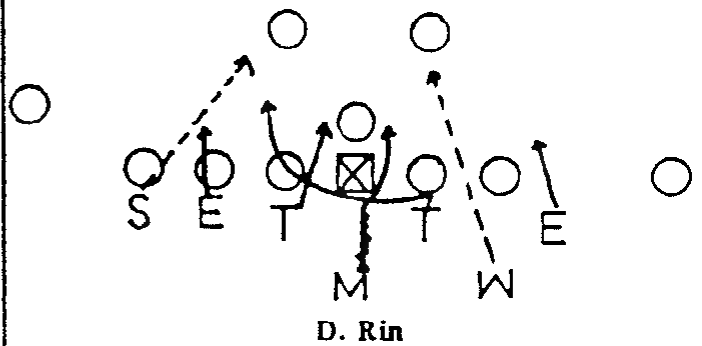
UNDER



SWIM

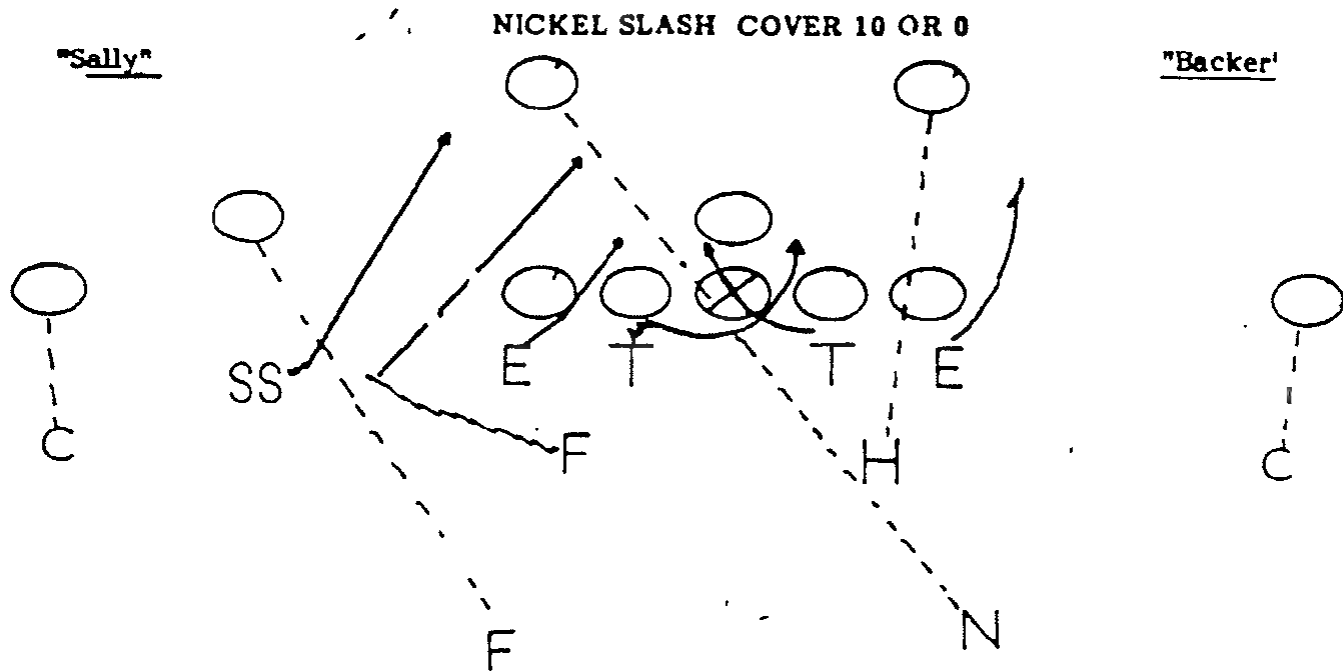


SINK



KEY 1 MIKE: If Key 1 Mike is called in huddle, Mike will call one of the above alignments - based on Formation. We will then execute appropriate Mike Rush from that alignment.

FRONTS - LBer RUSHES - BLITZES



- Widest Rusher on Strong side
Cover #4 Strong if he Swings. (SS)

Nickel Slash is a blitz involving the defensive line, "F" Backer, and the Strong Safety. This is a Stay Defense. Once strength is determined, we will blitz from that side regardless of motion. We will run with our men when they motion across the formation. Bump rules may apply.

POSITION

RESPONSIBILITY

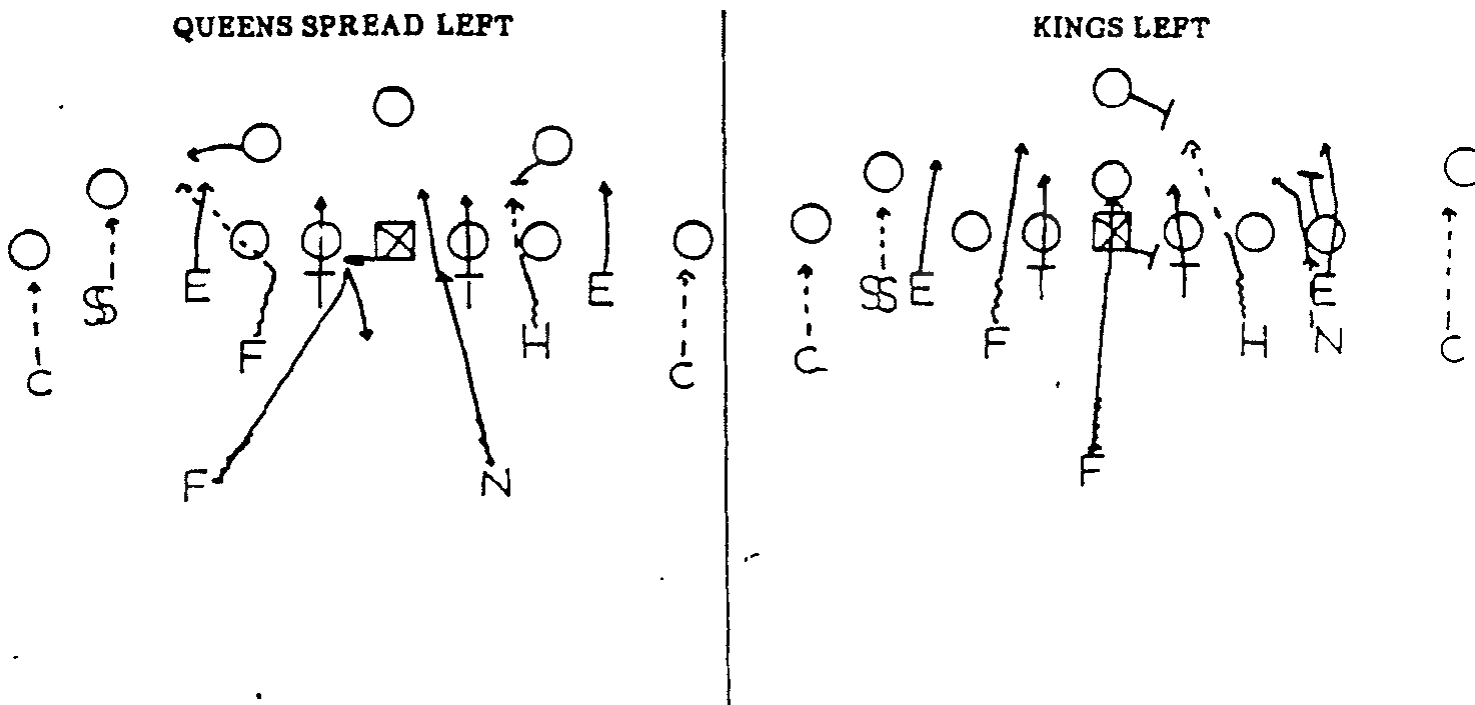
<ul style="list-style-type: none"> • Corners • Free Safety • Nickel Back 	Align left and right, cover #1 to your side. Cover #2 strong, Man to Man. Cover #3 strong. A. Cover 10 - if he blocks, free up to help on strong side. B. Cover 0 - if he blocks, close on L.O.S. and look for delay routes.
Strong Safety	Align on #2 strong on all formations - contain Blitz.
"F" Backer	Just prior to snap walk outside End and blitz in #5 Gap. If the Back blocks you, stay inside his block.
"H" Backer	Cover #2 weak from normal alignment.
Defensive Tackles	Execute a weak loop.
Strong End	Blitz #3 Gap.
Weak End	Contain rush.

- Possible Banjo between Free Safety and Nickel Back on #2 and #3 strong.

NICKEL SPECIAL COVER 0

QUEENS SPREAD LEFT

KINGS LEFT

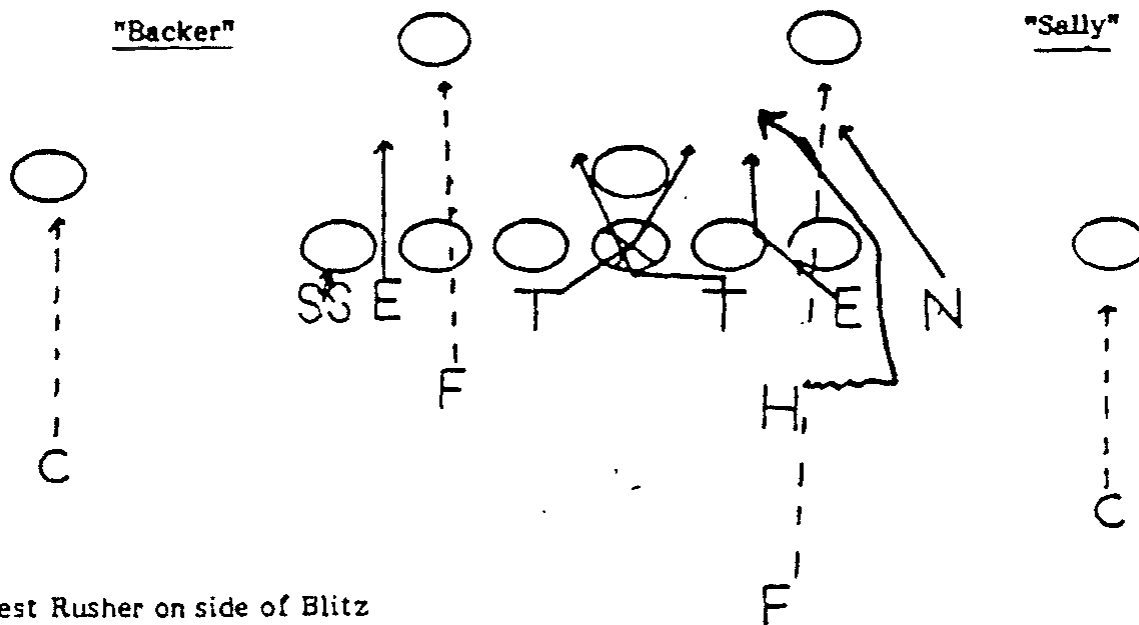


Our Nickel Special is an inside Blitz involving the Defensive Line, Nickel Back, and Free Safety. The F and H Backers will pressure rush if their man blocks. We will align as we do in Zone Alignment. Once strength is set, it becomes a Stay defense and change of strength motion will not change the Blitz. We will run with all motion. On all 1 Back Sets, the Blitz will involve the Defensive Line and the Free Safety. The Nickel Back will cover #2 Weak or #3 Strong. F and H will pressure rush the 3 Gap, and take the remaining Back if he comes their way.

<u>POSITION</u>	<u>RESPONSIBILITY</u>
Strong Corner	Cover #1 Strong with "O" Technique
Weak Corner	Cover #1 Weak with "O" Technique
	If Kings Speed Formation - cover #3 Strong with "O" Technique
Strong Safety	Cover #2 Strong with "O" Technique.
Nickel	<u>Two Back Set:</u> Blitz Weak "1" Gap. If Center blocks you, fall out & help on shallow underneath routes.
	<u>One Back Set:</u> Cover #2 weak or #3 Strong. If your man blocks, Pressure Rush. (Trips Speed- #1 Weak)
Free Safety	<u>Two Back Set:</u> Blitz Strong "1" Gap. If Center blocks you, fall out & help on shallow underneath routes.
	<u>One Back Set:</u> Rush over the Center. If he blocks you, fall out & help on shallow underneath routes.
"H" Backer	<u>Two Back Set:</u> Pressure Cover #2 Weak or #4 Strong.
	<u>One Back Set:</u> Pressure Cover remaining back thru 3 Gap; if he goes away - <u>Rush</u> .
"F" Backer	<u>Two Back Set:</u> Pressure Cover #3 Strong or #3 Weak.
	<u>One Back Set:</u> Pressure cover remaining back thru 3 Gap; if he goes away - <u>Rush</u> .
Ends	Contain Rush
Tackles	"2" Rush over Guards.

FRONTS - LBer RUSHES - BLITZES

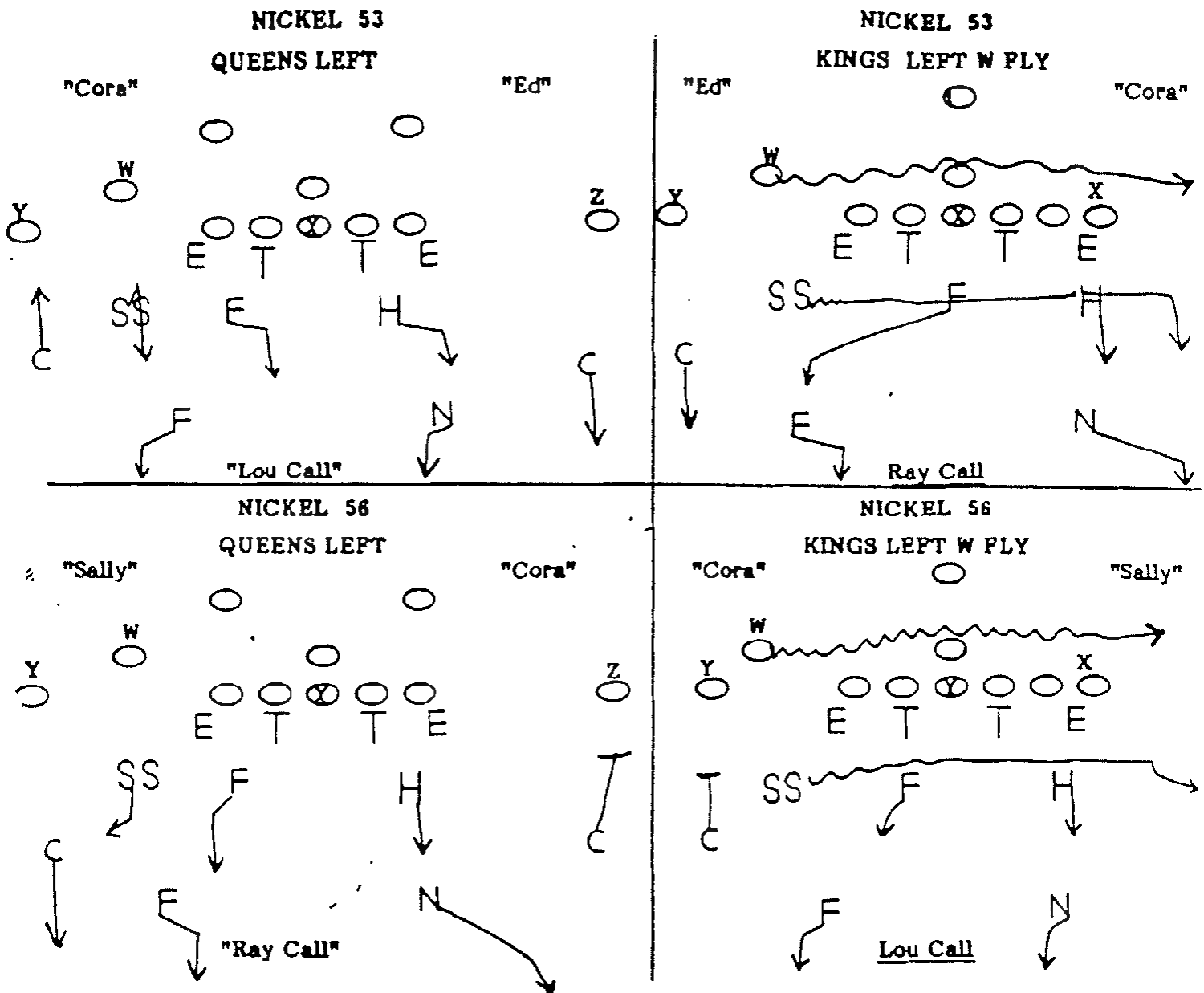
BUFFALO WHIP COVER 10 - 0



- Widest Rusher on side of Blitz
Cover #3 Weak if he Swings. (N)

Our Buffalo Whip is a blitz involving the defensive line, the "H" Linebacker and Nickel Back. This is a Stay Defense. Once strength is determined, we will blitz from that side regardless of motion. We will run with our men when they motion across the formation. Bump rules may apply.

<u>POSITION</u>	<u>RESPONSIBILITY</u>
Corners	Align left and right, cover #1 Man to Man.
Free Safety	Cover #2 weak, expect him to block. A. Cover 10 - if he blocks, free up to weak side. B. Cover 0 - if he blocks, close on L.O.S. and look for delay or underneath routes.
Nickel Back	Contain Blitz.
Strong Safety	Cover #2 strong, Man to Man.
"F" Backer	Cover #3 strong or weak, Man to Man.
"H" Backer	Blitz 5 Gap. Go inside Backs block.
Strong Tackle	Execute Strong loop.
Weak Tackle	Execute Strong loop.
Weak End	Blitz 3 Gap.
Strong End	Contain rush.



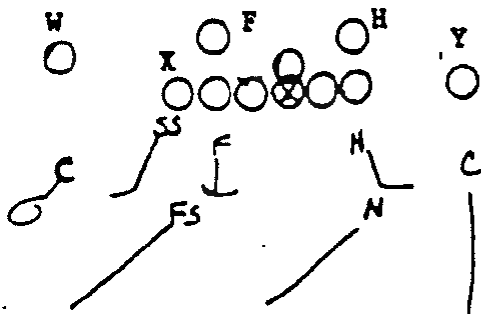
On Nickel 3 Deep Zone coverages, we will align our Corners left and right. The Nickel Back will align in a two deep look on the weak side and the Weak Safety will align in a two deep look on the strong side. The Strong Safety and the F-Backer will align on strong side and the H-Backer will align on weak side. All "in" or "out" motion will be bumped to the next man. Any change of strength motion, the Strong Safety will run across the formation to the new strong side. If it is a strong or weak zone, we must make an appropriate call in secondary designating the new strength. The Corners will always stay left and right. The H and F-Backer will slide with motion and if motion changes strength, they must make opposite drops according to strength and defense called.

POSITION	RUN RESPONSIBILITY	PASS RESPONSIBILITY
STRONG CORNER	To: Force Away: Arc	1. Flat 2. If stutter route; close with #1 delaying inside
NICKEL	Fill	Middle 1/3 If #1 Weak is Split, start drop to give false key.
FREE SAFETY	To: Secondary Force Away: Cut-Back	Strong Outside 1/3
WEAK CORNER	To: TE - Air SE - Secondary Force Away: Arc	Weak 1/3 (Tight) <u>No Short Help</u>
STRONG SAFETY	To: Plug Away: Cut-Back	1. Curl 2. If stutter route; widen with #3 swing
F	Strongside - To: Ball Away: Cut-Back Weakside - To: Force Away: Cut-Back	Strong - Hole to Strong Hook Weak - Hook to Curl unless #2 go to flat - then widen with
H	Strongside - To: Ball Away: Cut-Back Weakside - To: Force Away: Cut-Back	Strong - Hole to Strong Hook Weak - Hook to Curl unless #2 go to flat - then widen with

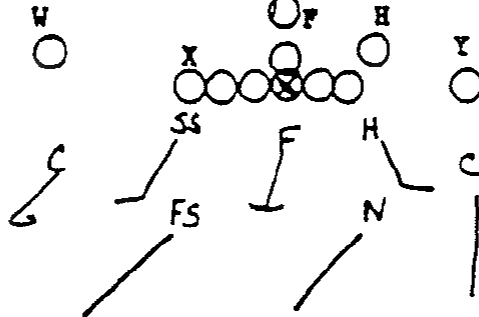
ADJUSTMENTS:

1. Strong Safety must go to strong side on change of strength motion.
2. F align strong; you will only be weak on change of strength motion.
3. H align weak; you will only be strong on change of strength motion.
4. On change of strength motion; secondary must re-rotate secondary with Ray or Lou call.

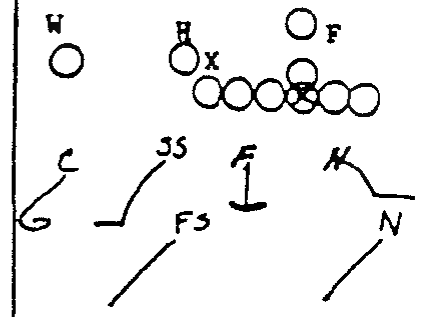
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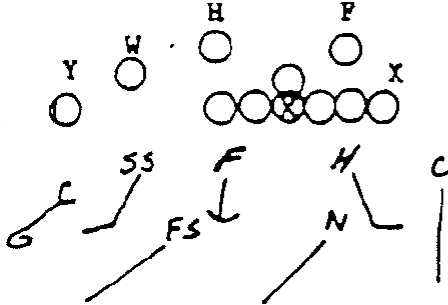
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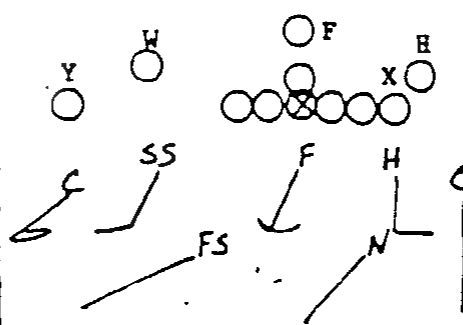
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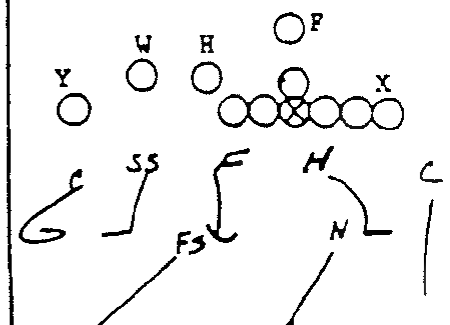
RED FLOP LEFT



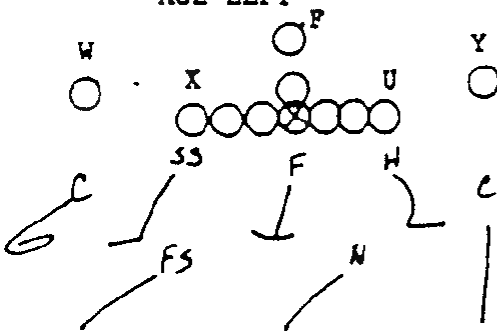
TWIN FLOP LEFT



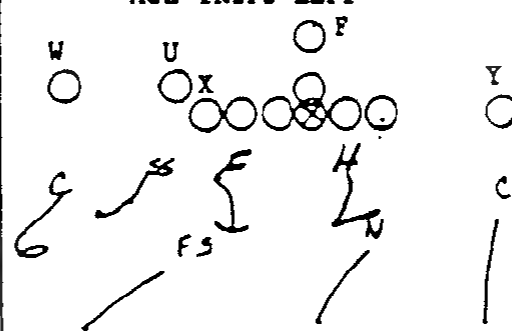
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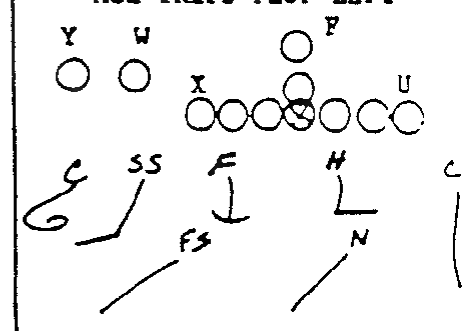
ACE LEFT



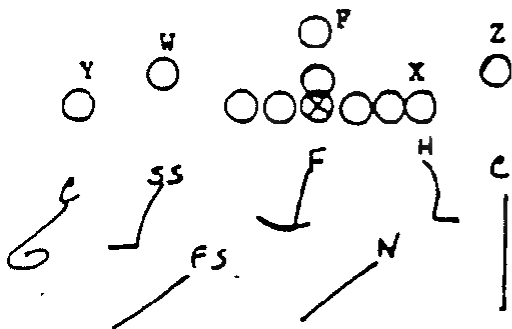
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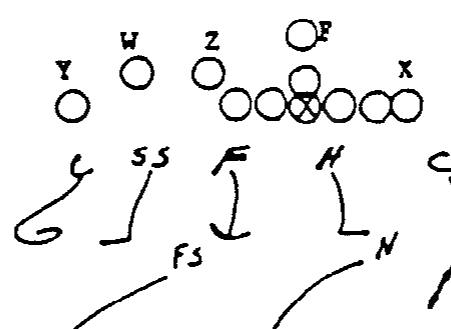
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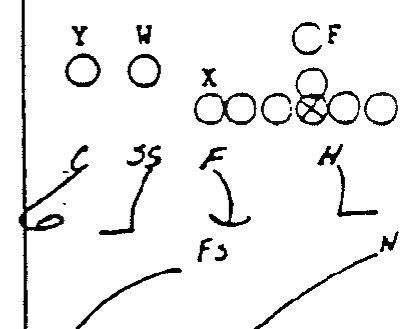
KINGS LEFT



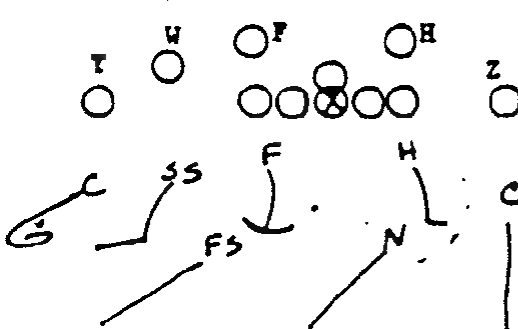
KINGS TRIPS SPEED LEFT



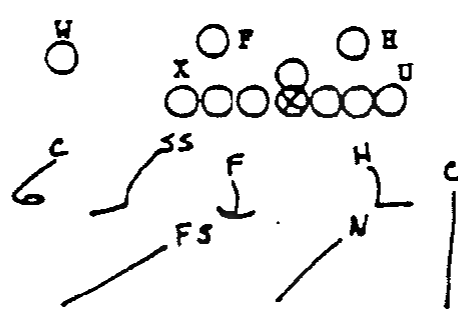
KINGS TRIPS LEFT



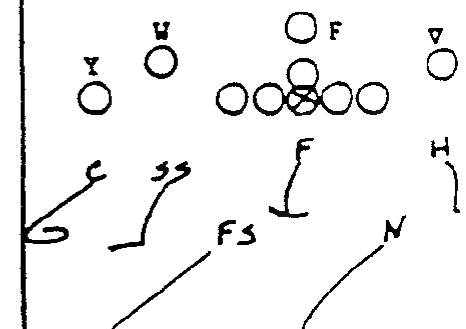
QUEENS LEFT



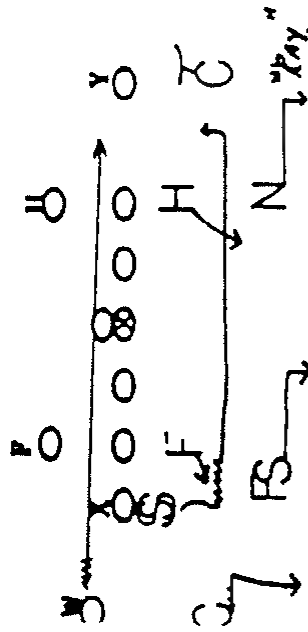
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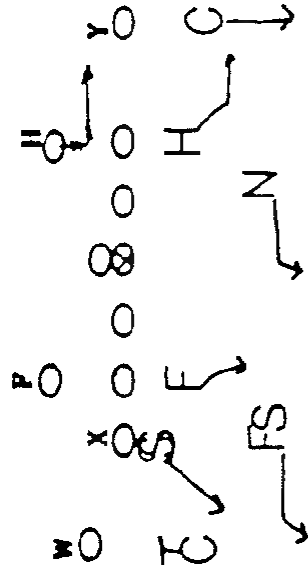
FLUSH LEFT



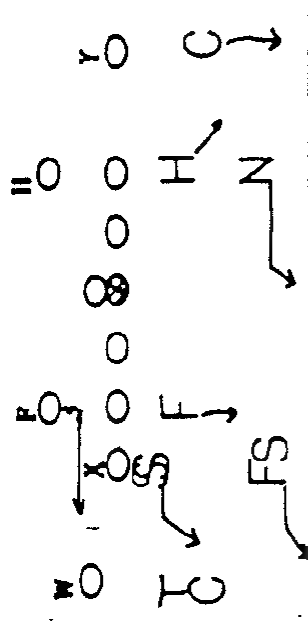
RED LEFT WING DIVIDE



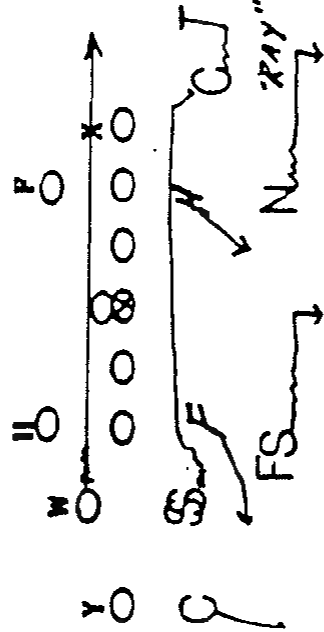
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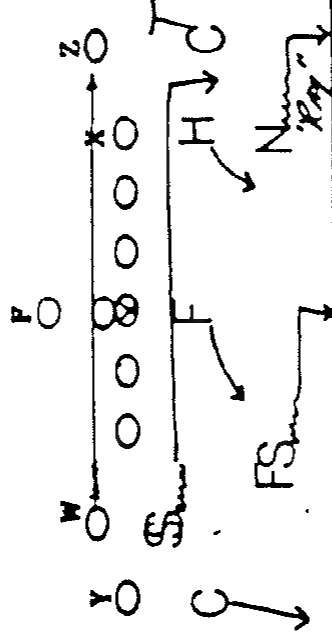
WILLIAM J. FLYNN



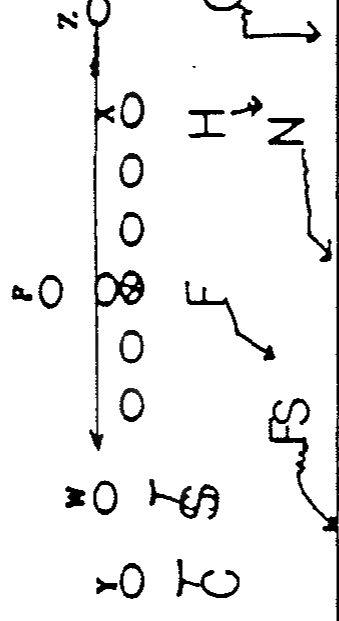
RED FLOP LEFT W FLY



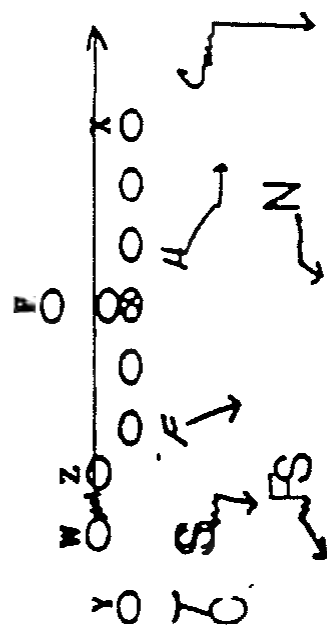
KINGS LEFT W FLY



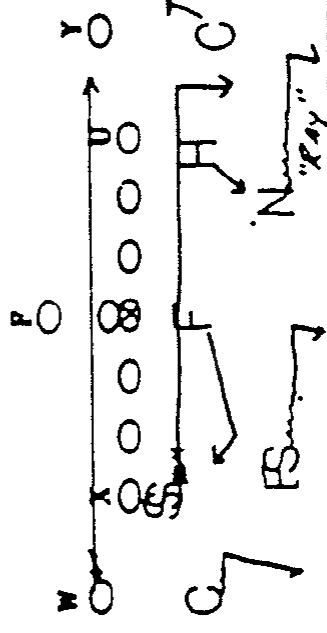
KINGS LEFT 2 DIVIDE



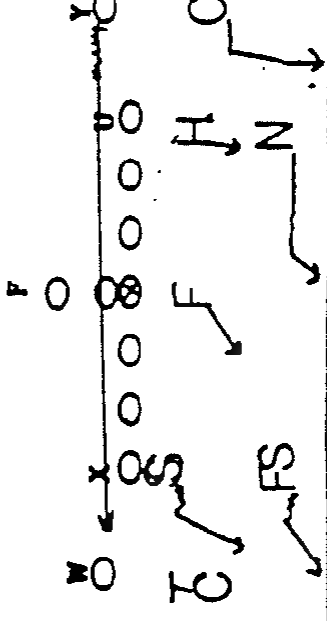
KINGS TRIPS SPEED LEFT W FLY



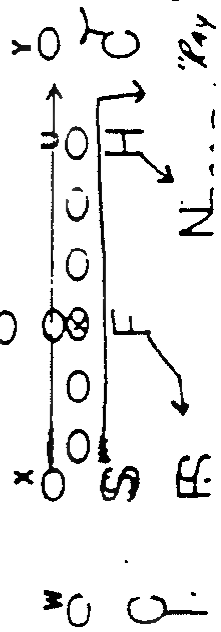
ACE LEFT W DIVIDE:



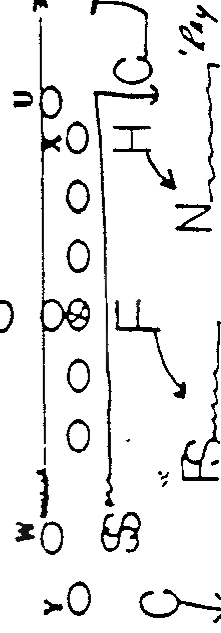
ACCE LEFT Y FLY



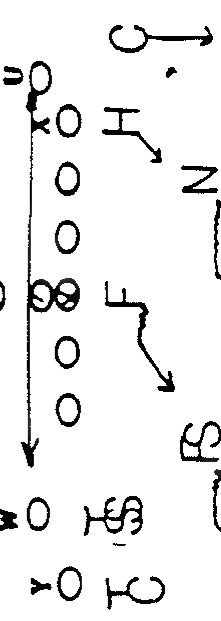
ACE LEFT X OFF X DIVIDE



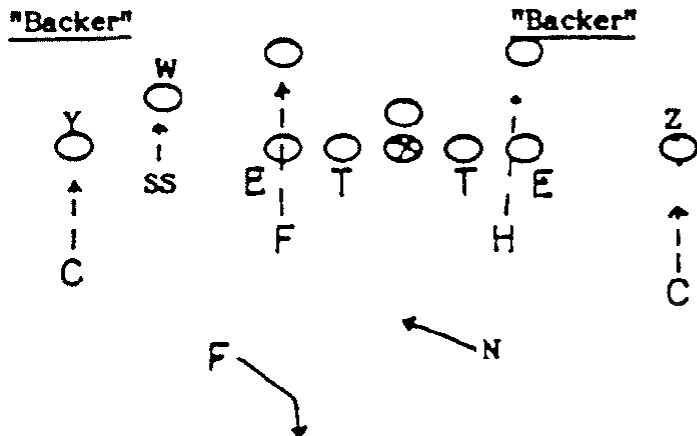
ACE FLOP LEFT W FLY



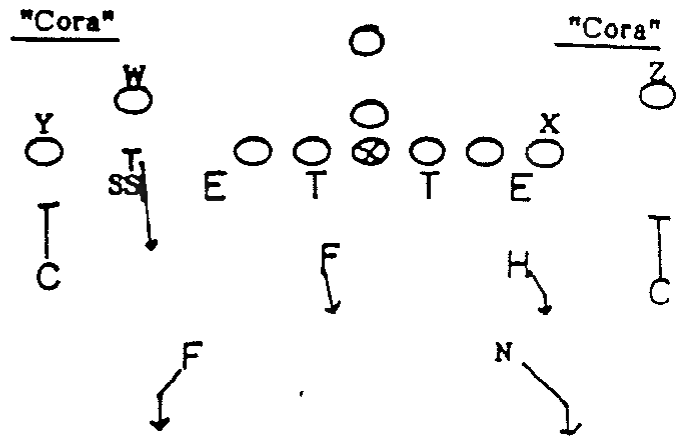
ACE FLOP LEFT U DIVIDE



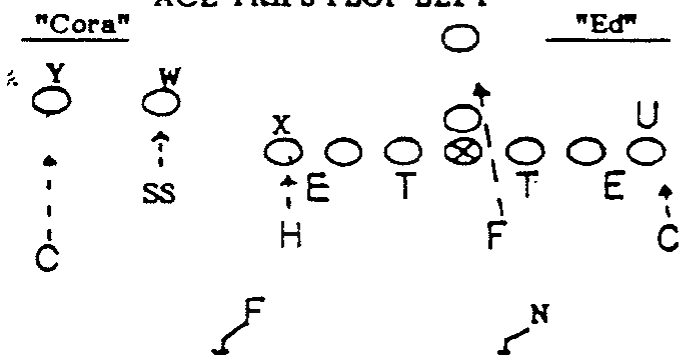
NICKEL 51
QUEENS LEFT



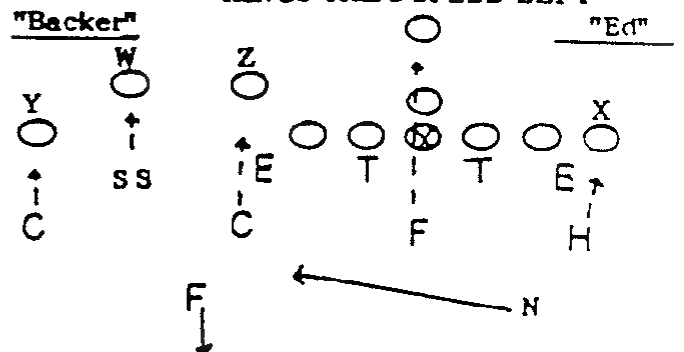
NICKEL 52
KINGS LEFT



NICKEL 54
ACE TRIPS FLOP LEFT



NICKEL 51
KINGS TRIPS SPEED LEFT



On Nickel 51, 52, and 54 defenses we will align our Corners left and right with one exception; on a Kings Trips speed formation the Weak Corner will align on #3 strong. The Nickel Back will align in a two deep look on the weak side and the Weak Safety will align in a two deep look on the strong side. The Strong Safety will align on number two strong.

- | | | |
|----------------------|----------------------|--|
| H Backer will align: | A. Two Back Set | - opposite the H-Back. |
| | B. Twin Set | - on number two weak - off the line. |
| | C. Trip Set | - On number three strong - off the line. |
| | D. Kings Trips Speed | - On number one weak - off the line. |
| F Backer will align: | A. Two Back Set | - Opposite the F-Back. |
| | B. Twin Set | - Align opposite Back. |
| | C. Trip Set | - Align opposite Back. |

Once aligned, if your man goes in motion, run with him to the next defender and either bump it or run with him according to who the next defender is and the personnel in game. The determining factor is we want to get the best personnel matchup possible. Normally we will bump "in" or "out" motion and run across with motion to other side and bump it out if Tight End on that side.

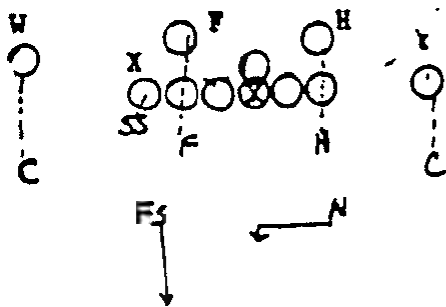
NICKEL 51

POSITION	RUN RESPONSIBILITY	PASS RESPONSIBILITY
STRONG CORNER	To: Secondary Force Away: Arc	#1 M/M
NICKEL	Fill	Hole
FREE SAFETY	Fill	Free to deep middle (support stress situations)
WEAK CORNER	To: TE - Air WR - Secondary Force Away: Arc	#1 M/M (vs. Speed formation, #3 strong)
STRONG SAFETY	vs. TE - Force if he blocks. vs. WR - secondary force	#2 strong M/M
F	Ball	2 back set - align opposite "F" back and cover him. 1 back set - remaining back
H	If aligned weak: Force If aligned strong: 1. If #2 Tight - Plug 2. If #2 Split - Force	2 back set - align opposite "H" back, and cover him. Twins - Align opposite & Cover #2 w Trips - #3 strong unless Speed, then #1 weak.

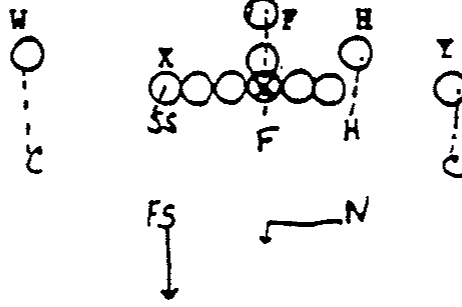
ADJUSTMENTS:

1. Corners align left and right unless Trips Speed, then Weak Corner align on #3 strong.
2. Secondary - run with all motion.
3. Bump rules may apply.

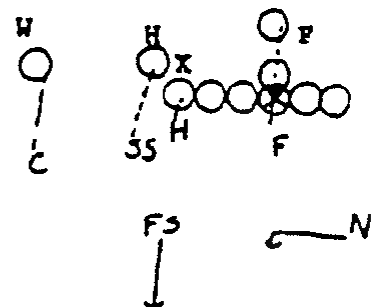
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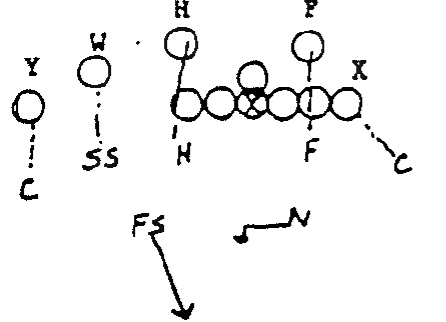
TWIN LEFT



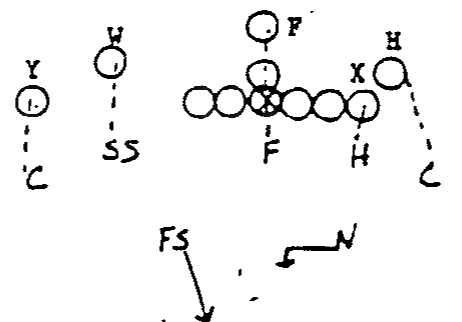
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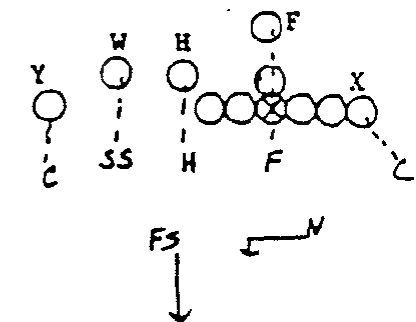
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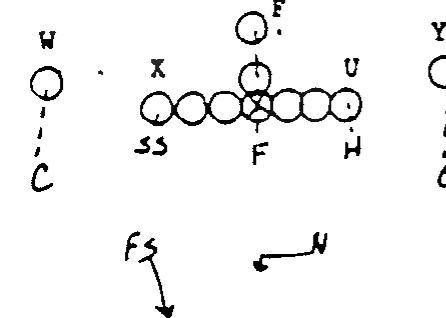
TWIN FLOP LEFT



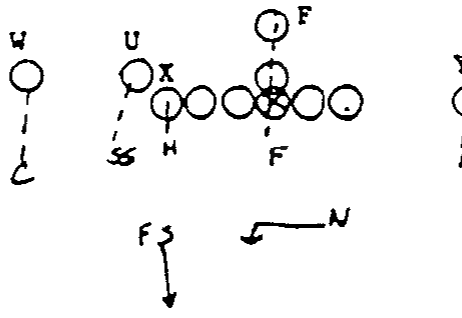
TRIPS FLOP LEFT



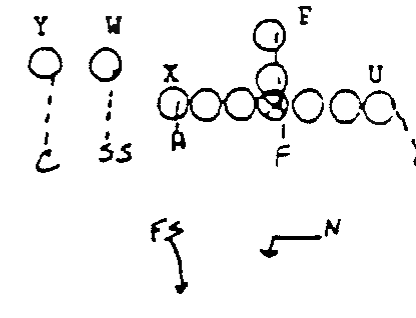
ACE LEFT



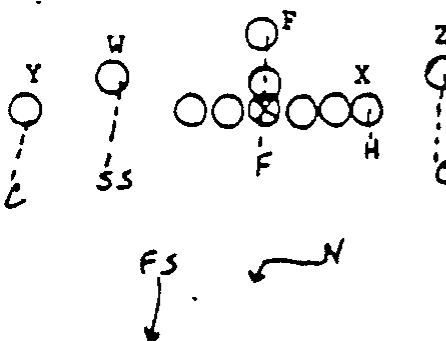
ACE TRIPS LEFT



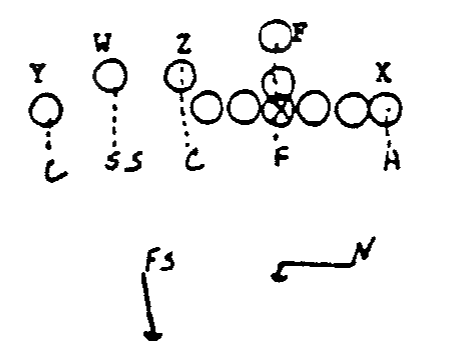
ACE TRIPS FLOP LEFT



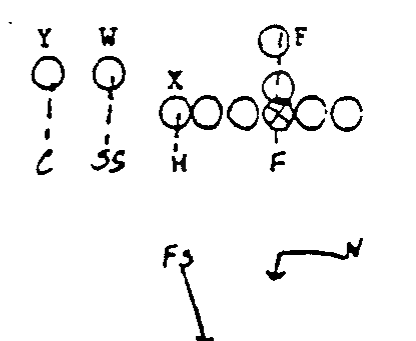
KINGS LEFT



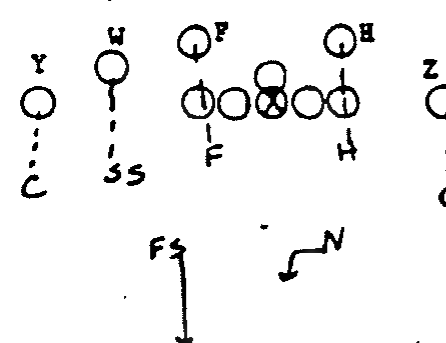
KINGS TRIPS SPEED LEFT



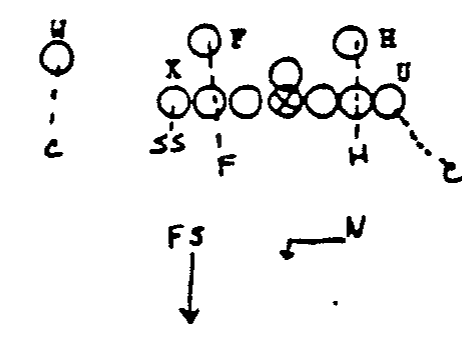
KINGS TRIPS LEFT



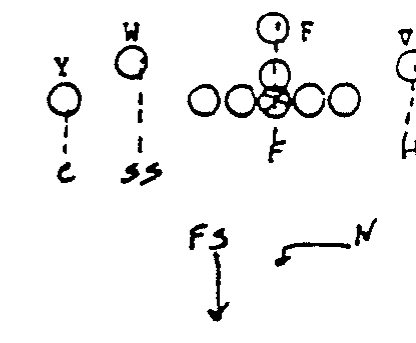
QUEENS LEFT

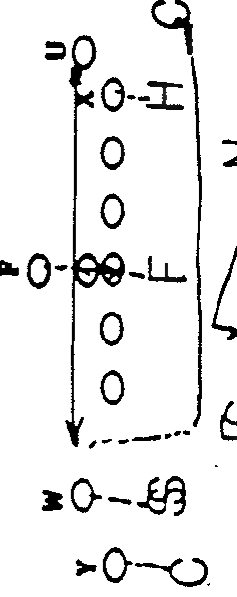
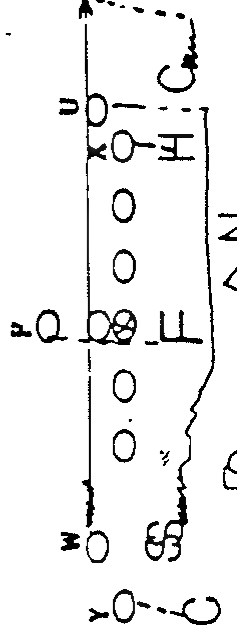
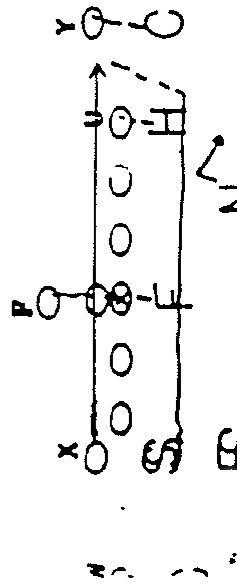
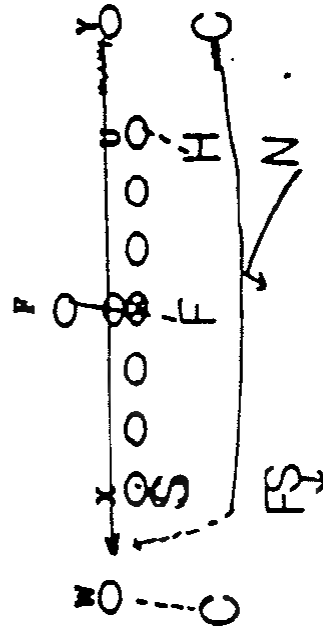
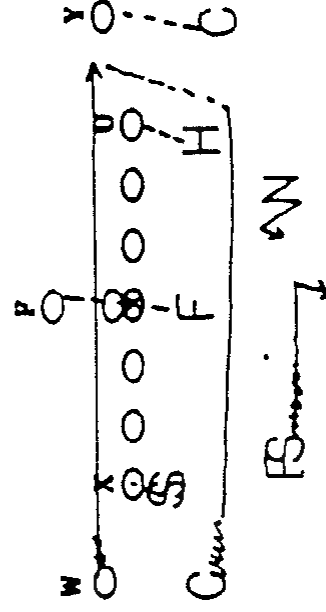
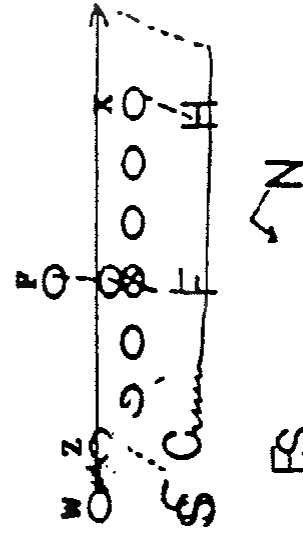
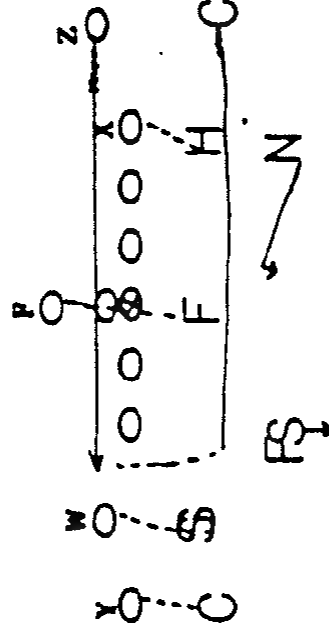
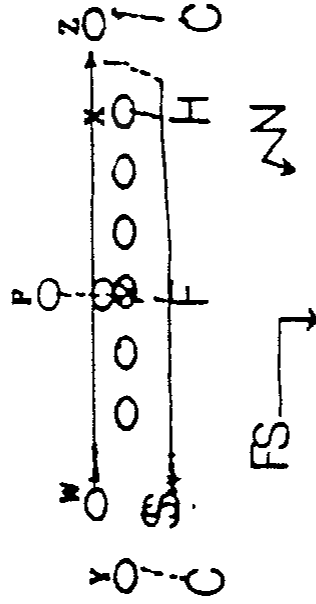
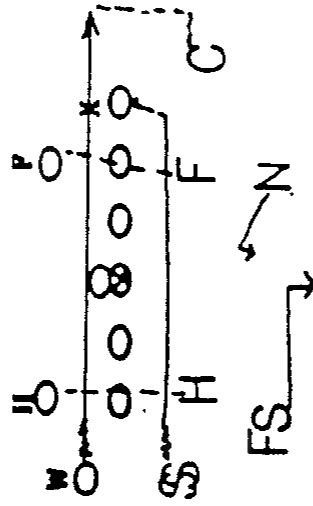
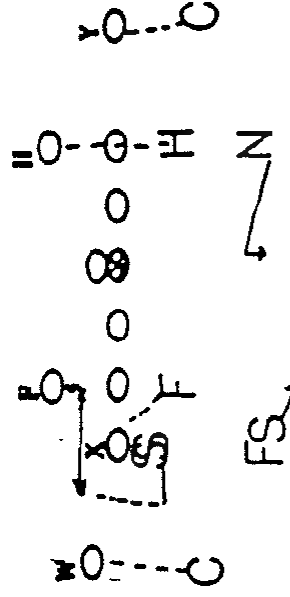
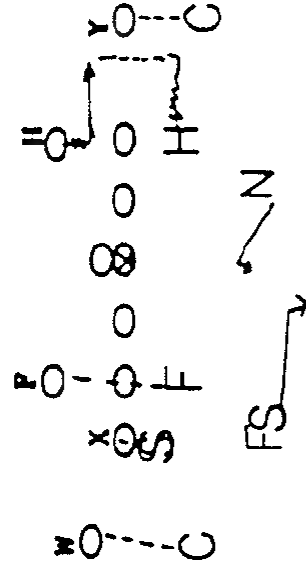
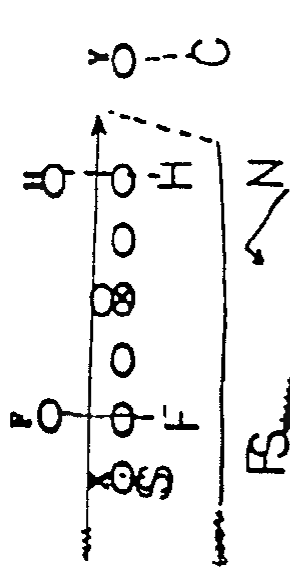


TENS RED LEFT



FLUSH LEFT





NICKEL 51 DOUBLE

"Bracket"

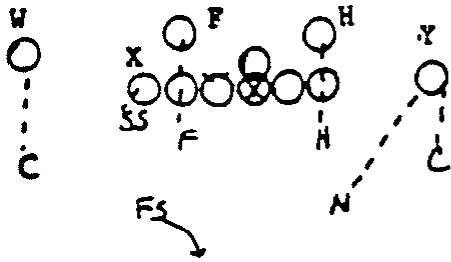
-5-

POSITION	RUN RESPONSIBILITY	PASS RESPONSIBILITY
STRONG CORNER	To: Secondary Force Away: Arc	#1 M/M *
NICKEL	Fill	Inside Double on designated receiver
FREE SAFETY	Secondary Force	Free to deep middle (support stress situations)
WEAK CORNER	To: TE - Air WR - Secondary Force Away: Arc	#1 M/M * Vs. Speed formation #3 strong
STRONG SAFETY	vs. TE - Force if he blocks. vs. WR - secondary force	#2 strong M/M *
F	Ball	2 back set - Align opposite "F" Back cover 1 back set - remaining back
H	If aligned weak: Force If aligned strong: 1. If #2 Tight - Plug 2. If #2 Split - Force	2 back set - Align opposite "H" & co- Twins - #2 weak Trips - #3 strong unless speed. then #1 weak.

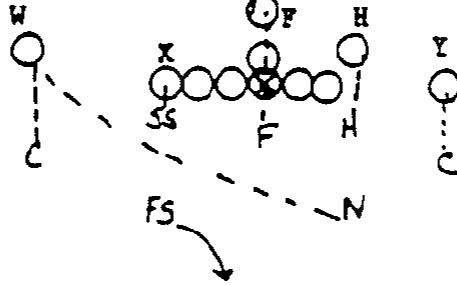
- ADJUSTMENTS:**
1. Secondary run with all motion. Bump rules may apply.
 2. Take double with you.
 3. Who we double will be determined by game plan.
 4. If Bracket, secure Double, no Sluff

* If your man is designated receiver, you have outside of Double.

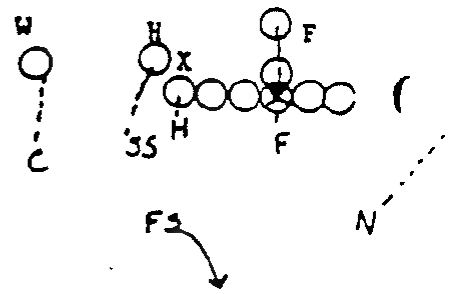
RED LEFT



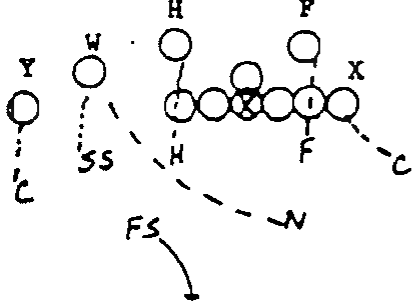
TWIN LEFT



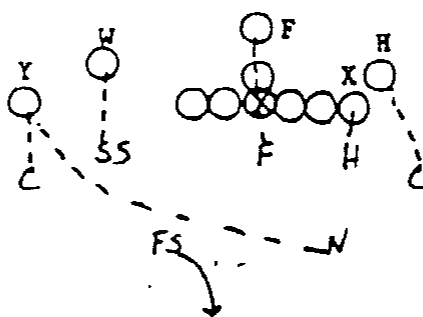
TRIPS LEFT



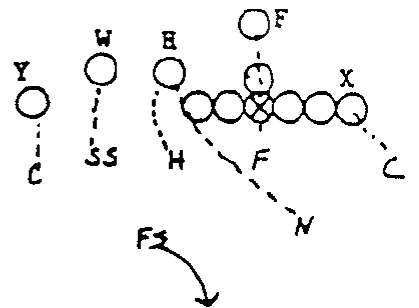
RED FLOP LEFT



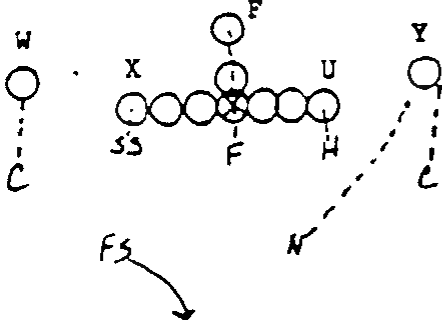
TWIN FLOP LEFT



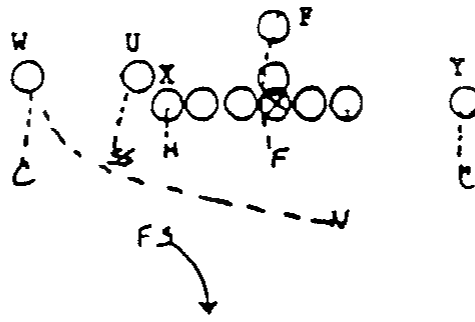
TRIPS FLOP LEFT



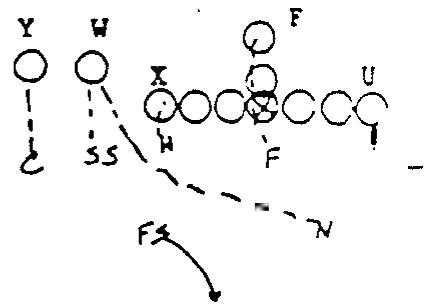
ACE LEFT



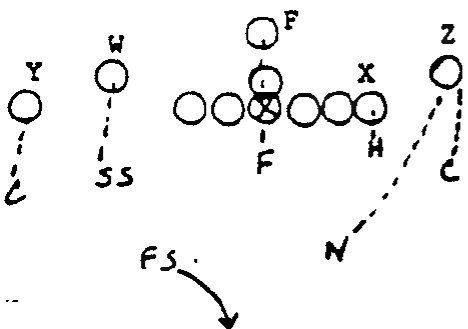
ACE TRIPS LEFT



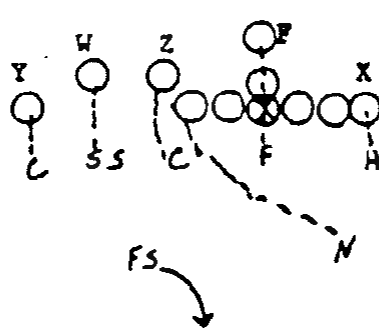
ACE TRIPS FLOP LEFT



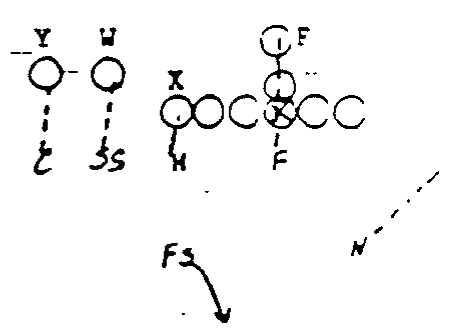
KINGS LEFT



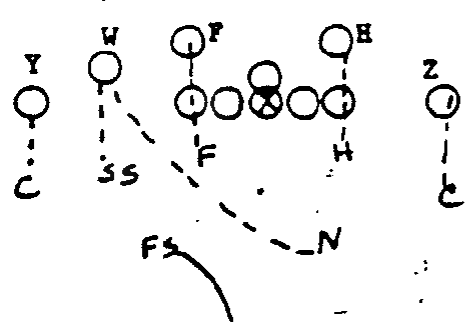
KINGS TRIPS SPEED LEFT



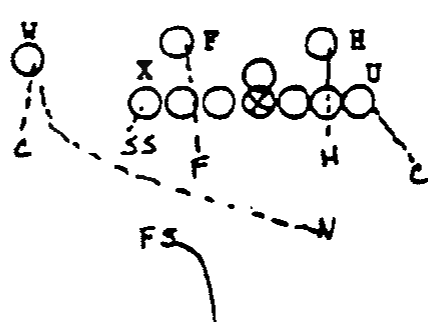
KINGS TRIPS LEFT



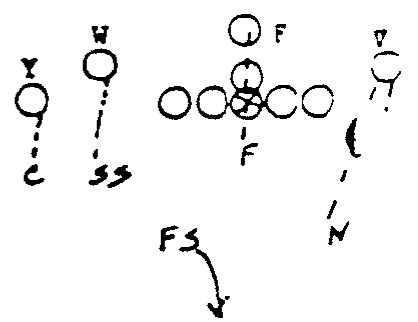
QUEENS LEFT



TENS RED LEFT



FLUSH LEFT



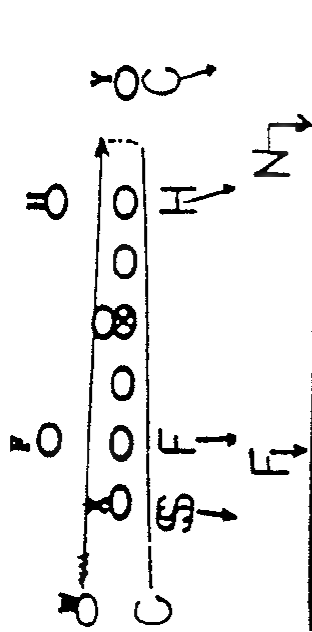
NICKEL 52 WILD

POSITION	RUN RESPONSIBILITY		PASS RESPONSIBILITY
STRONG CORNER	To: Away:	Force Arc	Flat to Curl
NICKEL	To: Away:	Secondary Force Fill	Deep 1/2
FREE SAFETY	To: Away:	Secondary Force Fill	Deep 1/2
WEAK CORNER	To: Away:	Force Arc	3 Rec. Strong: Flat to Curl & Feather 3 Red. Weak: Flat and Feather
STRONG SAFETY	To: Away:	Plug CutBack	Cover #2 Strong Man to Man If #2 Strong goes Flat, look for #1 coming in to Wild. If #2 goes over, look for #3 to Wild.
F	Ball		3 Rec. Strong - Strong Hook 3 Rec. Weak - Hole (If #2 & #3 release up the field, undercover #3. If Trips Speed, Weak Hook)
H	To: Away:	Plug CutBack	3 Rec. Strong - Weak Hook 3 Rec. Weak - Pound #2 Drop to Curl (If #1 & #2 release up the field, undercover #2. If Trips Speed, align weak-Curl to F)

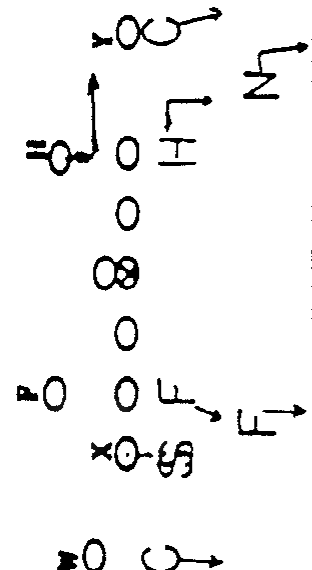
ADJUSTMENTS:

1. Corners align left and right unless Trips Speed; Then, Weak Corner align on #3 Strong.
2. Secondary run with ALL motion; if Corner end up on #2 Strong, Execute Wild Technique.
3. If "H" is aligned Strong, then "F" and "H" switch responsibilities.
4. If change of strength motion, we will Wild #2 to new strong side.

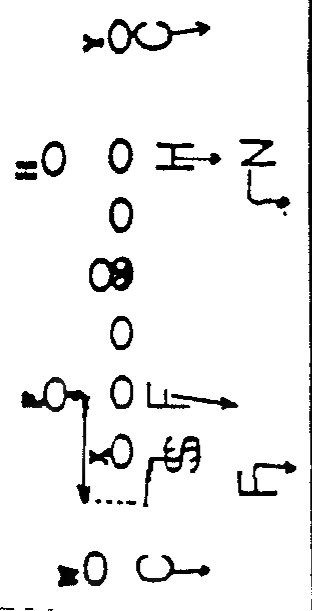
ALSO LEFT WING DIVIDE



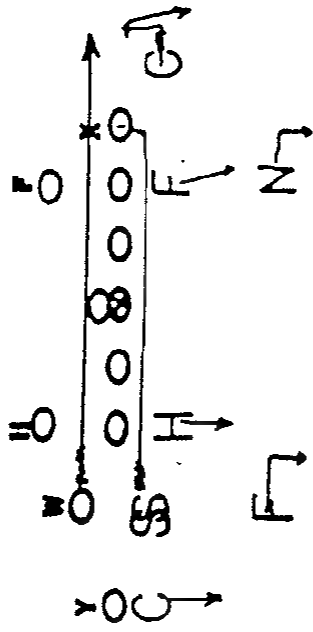
RED LIF - DIVIDE



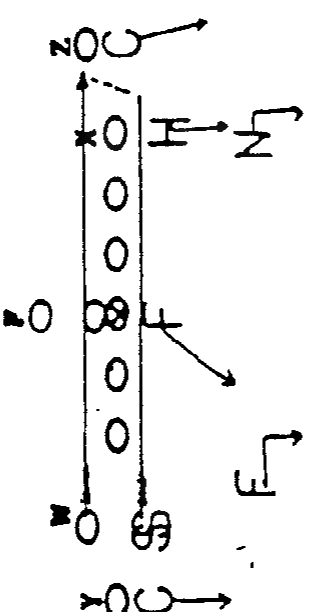
RED LEFT PLY



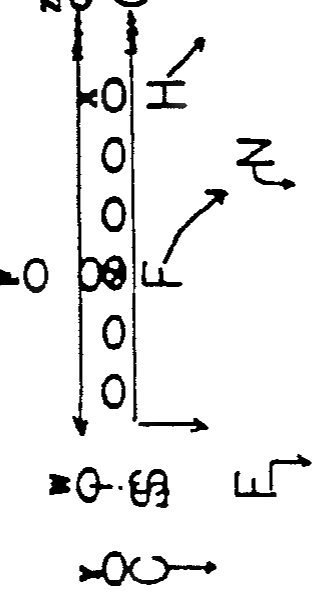
RED FLOP LEFT W FLY



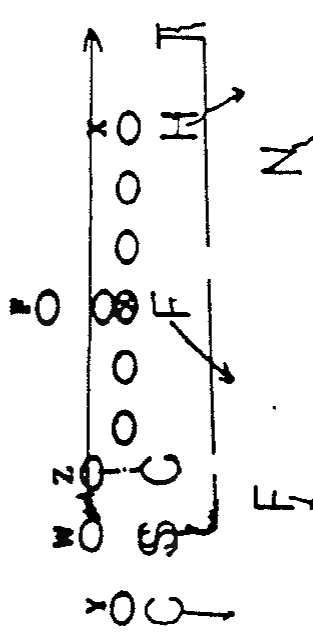
KINGS LEFT W FLY



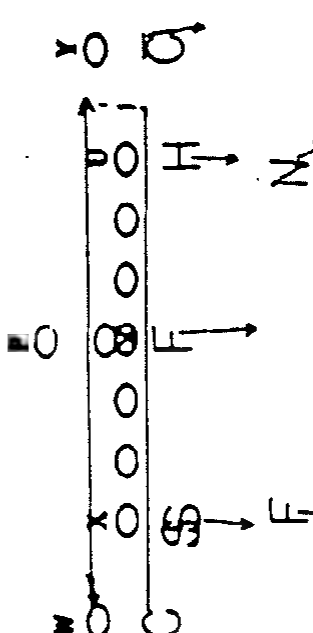
KINGS LEFT Z DIVIDE



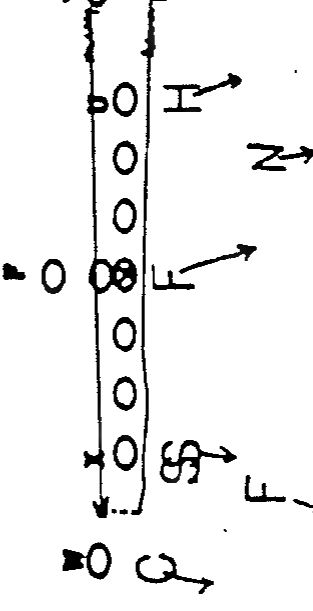
KINGS TRIPS SPEED LEFT W FLY



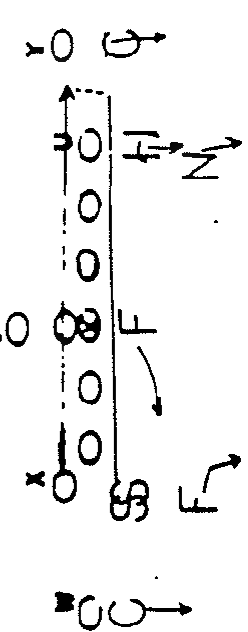
ACE LEFT W DIVIDE



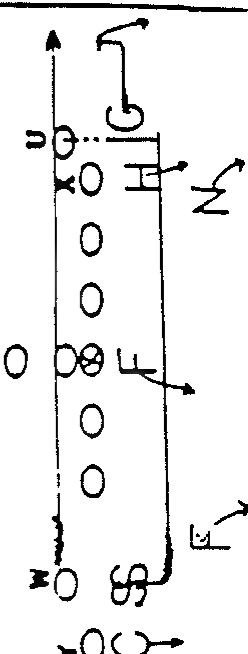
ACE LEFT Y FLY



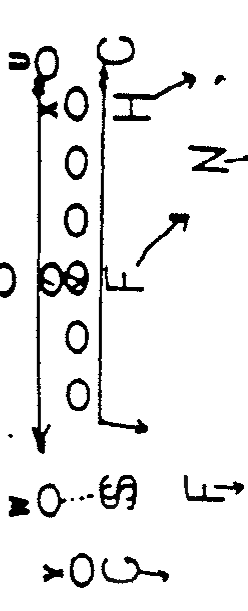
ACE LEFT X OFF X DIVIDE:



ACE FLOP LEFT W FLY



ACE FLOP LEFT U DIVIDE



9-

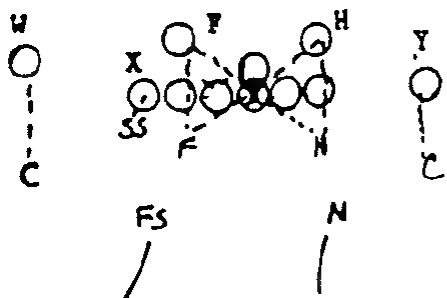
NICKEL 54

POSITION	RUN RESPONSIBILITY	PASS RESPONSIBILITY
STRONG CORNER	To: Force on "Run" call from Safety Away: Arc when sure of run	Funnel outside and run with #1
NICKEL	To: Secondary Force Away: Fill	Deep 1/2
FREE SAFETY	To: Secondary Force Away: Fill	Deep 1/2
WEAK CORNER	To: Force on "Run" call from Safety Away: Arc when sure of run	Funnel outside and run with #1. vs. speed formation - align on #3 using same technique.
STRONG SAFETY	Plug if your man blocks	Funnel outside and run with #2.
F	Ball	2 back set - Banjo with H on backs. 1 back set - remaining back. Possible Banjo with H.
H	Ball	2 back set - Banjo with F on backs. Twins - #2 weak; possible Banjo Trips - #3 strong - unless Speed then #1 weak. Possible Banjo with

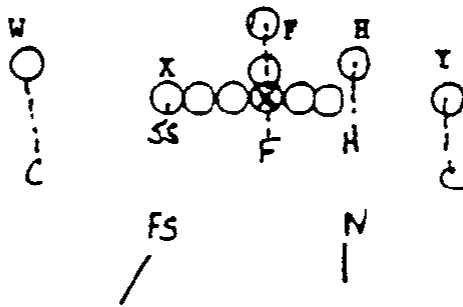
ADJUSTMENTS:

1. Corners align left and right unless Trips Speed, then Weak Corner align on #3 strong.
2. Secondary - run with all motion.
3. Bump rules may apply.

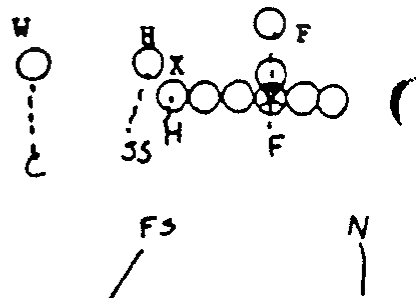
RED LEFT



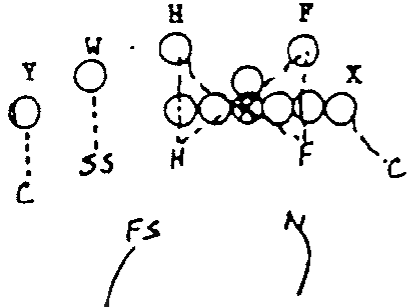
TWIN LEFT



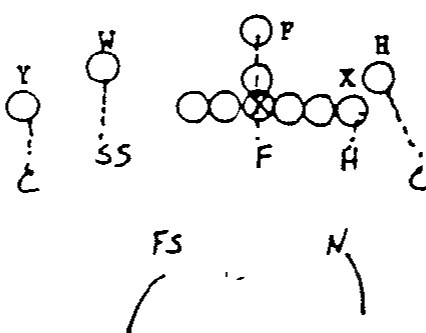
TRIPS LEFT



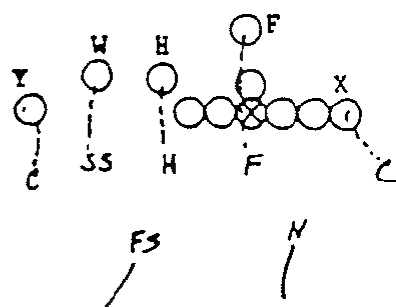
RED FLOP LEFT



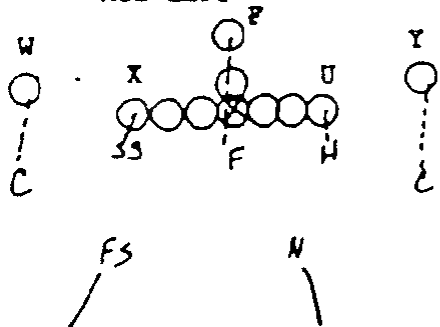
TWIN FLOP LEFT



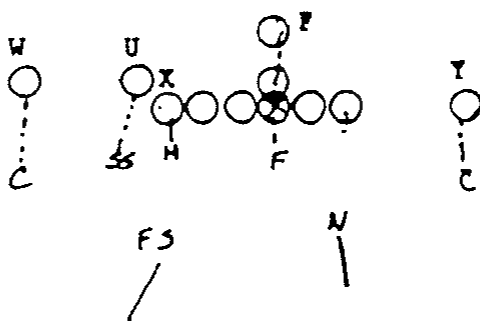
TRIPS FLOP LEFT



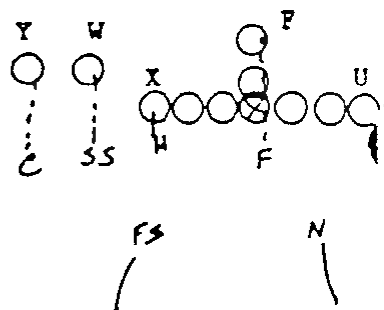
ACE LEFT



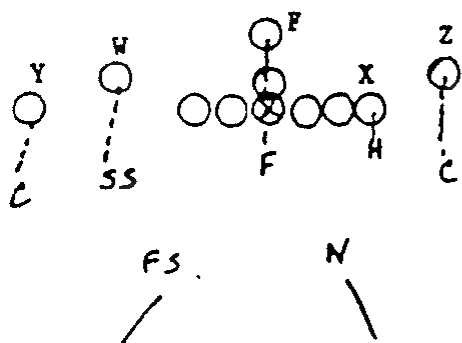
ACE TRIPS LEFT



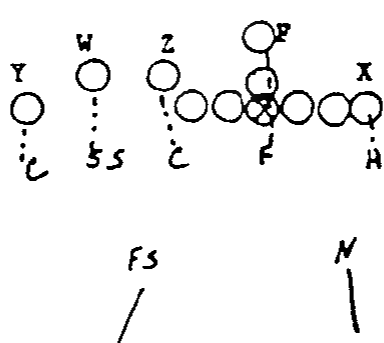
ACE TRIPS FLOP LEFT



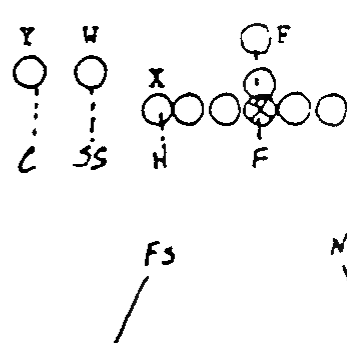
KINGS LEFT



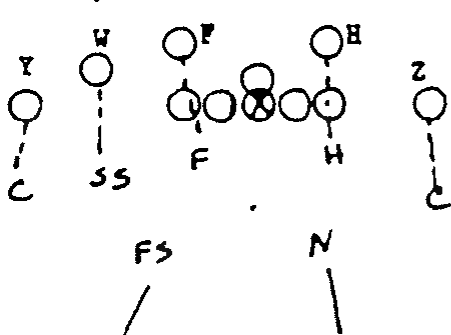
KINGS TRIPS SPEED LEFT



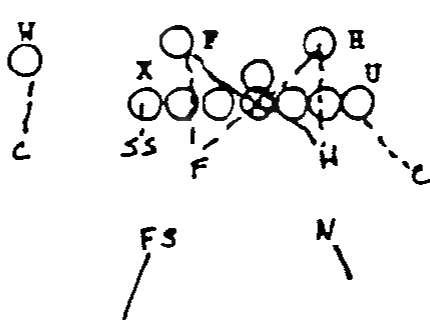
KINGS TRIPS LEFT



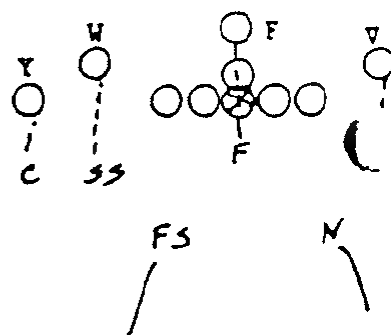
QUEENS LEFT

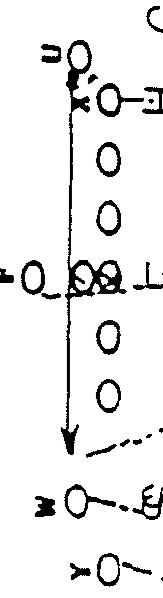
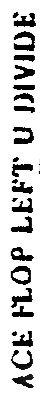
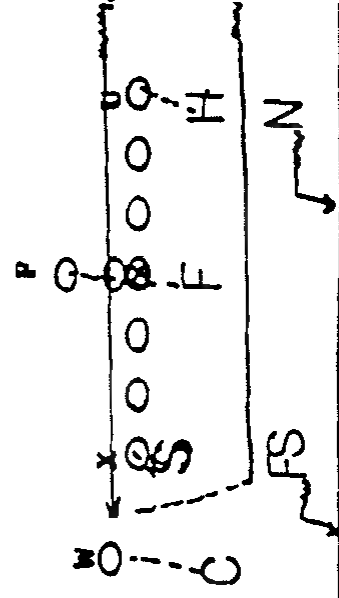
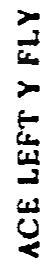
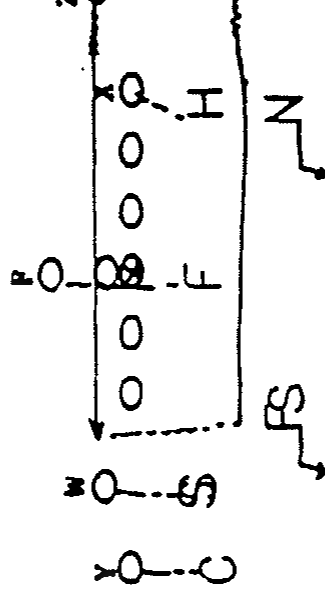
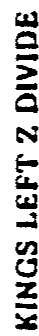
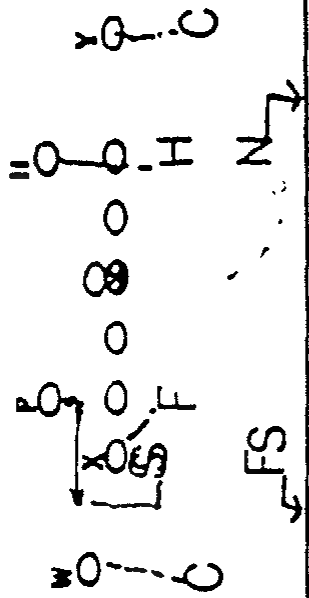
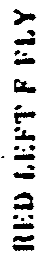
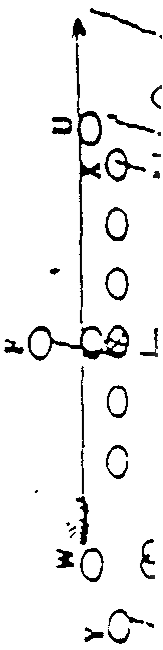
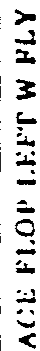
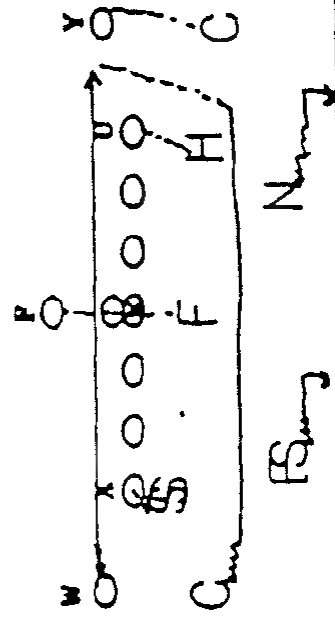
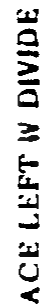
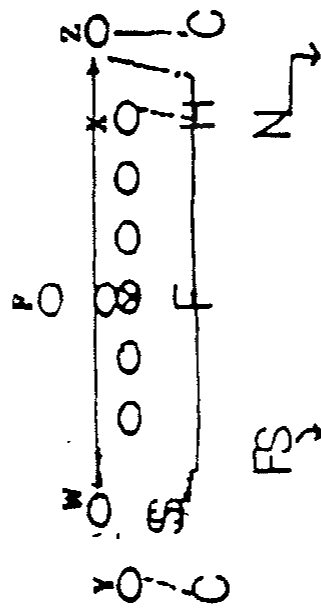
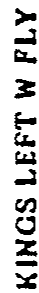
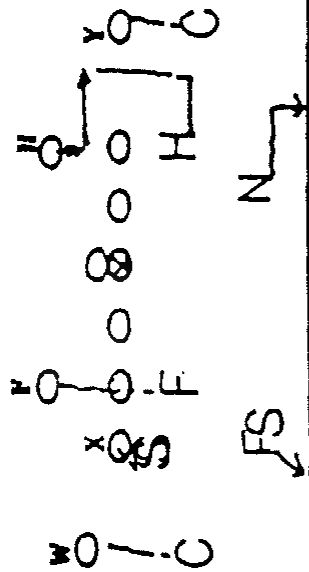
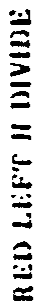
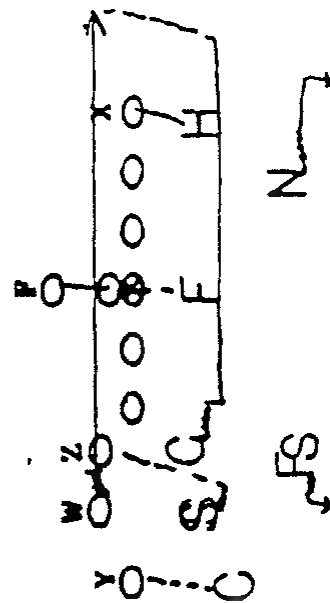
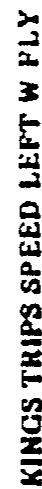
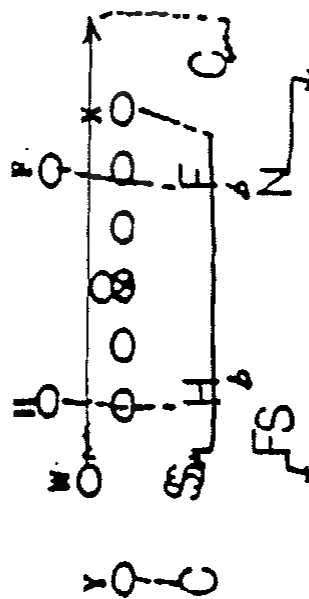
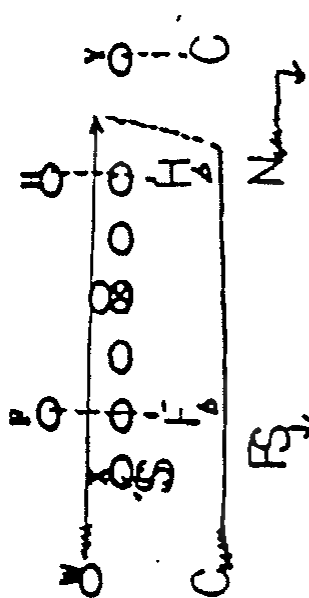


TENS RED LEFT

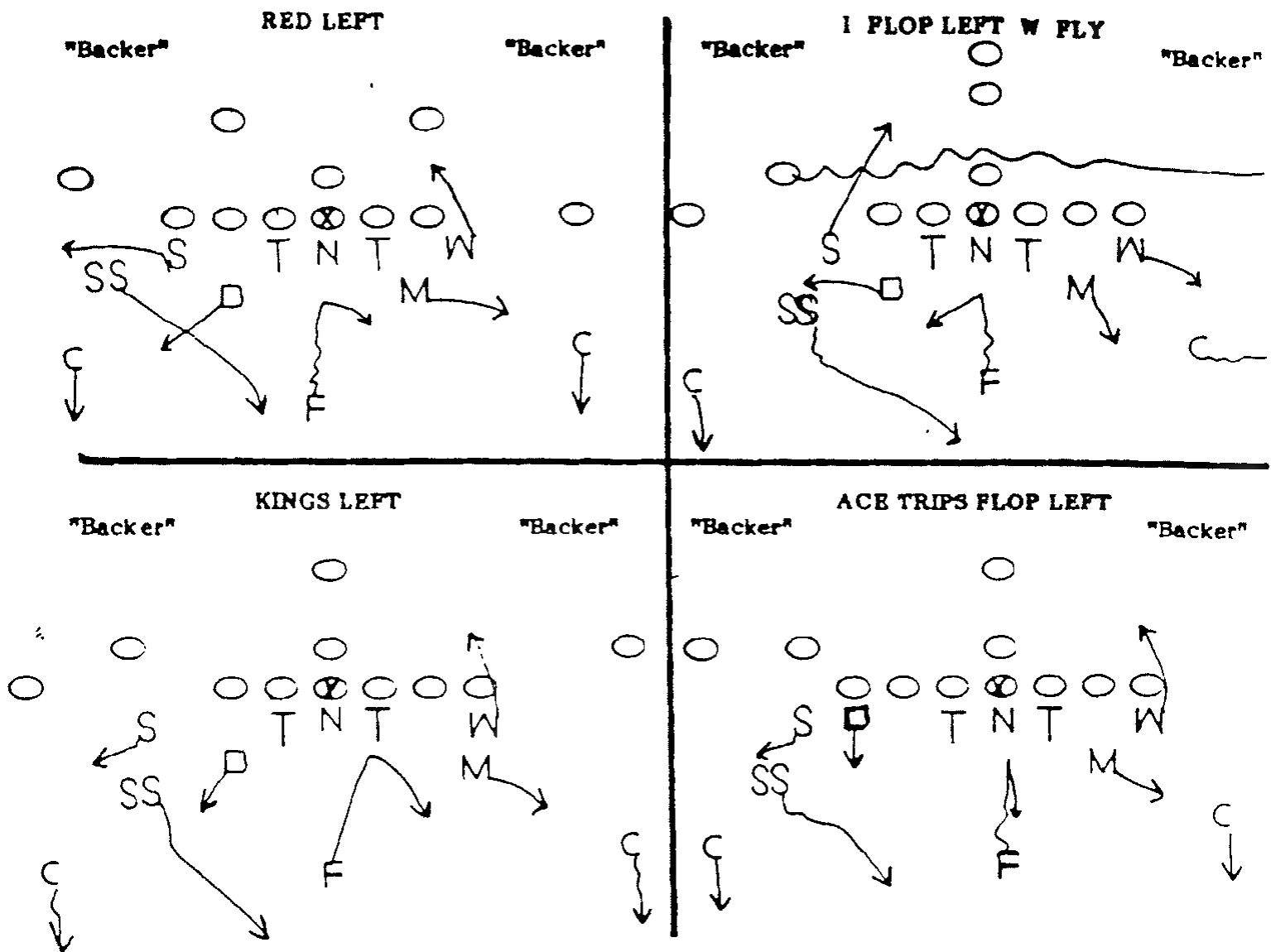


FLUSH LEFT





BEAR 9 WILL



Our Bear 9 Will is a **Balanced Three Deep Zone Defense** with the Will Backer rushing on all Formations. The Free Safety moves up just prior to snap and stacks behind Nose while the Strong Safety moves back to Middle 1/3.

The ILB's will align Right and Left regardless of formation strength. They will play Buc or Mac responsibilities according to strength of formation. The Mac Backer aligns weak 4 "0" on all formations and drops Weak Curl to Flat. If Big Wing to weakside, Mac will align on #2 on LOS and kick Will out to #1. IF Twin H Crack, Mac will Sloop to coverage as Will rushes. Free Safety drops to WEAK Hook on pass. Sam aligns opposite #2 strong and drops Curl to Flat. Buck aligns strong 4 "0" on all Two Back and Twin Sets. On Trips, Buck aligns opposite #3 strong on the LOS, and is Hook to Curl on pass, and Plug on run.

On change of strength motion, nobody runs with motion; we bump it across, but we must make appropriate drop and rush according to new strong side.

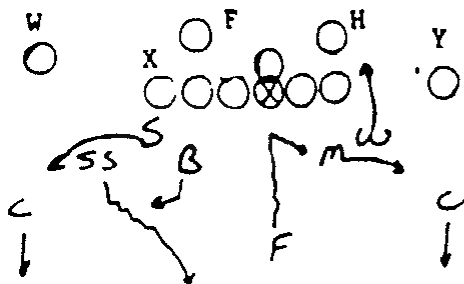
BEAR 9 WILL

POSITION	RUN RESPONSIBILITY	PASS RESPONSIBILITY
STRONG CORNER	To: Secondary Force Away: Arc	Outside 1/3
STRONG SAFETY	Align opposite #2 Strong; Prior to snap Drop to Middle Fill	Middle 1/3
FREE SAFETY	Stack behind Nose (come up late) Ball	Weak Hook
WEAK CORNER	To: #1 Split - Secondary Force #1 Tight - Air Force Away: Arc	Outside 1/3
SAM	Align on #2 Strong Force	Curl to Flat
BUCK	Align 4 "0" Quick Read If Trips or Big Wing, align opposite #3 Strong on LOS. Plug	Hook to Curl
MAC	Align Weak 4 "0" Quick Read If Big Wing - align on #2 LOS	Curl to Flat If Twin Set, Sloop to coverage as Will Rushes
WILL	#1 Split - Backer Force #1 Tight - Air Force	Rush Passer

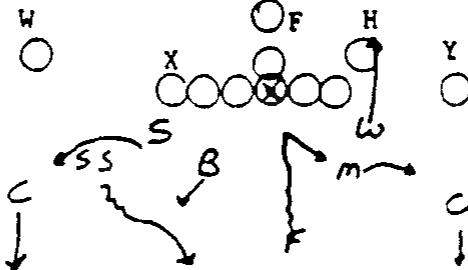
ADJUSTMENTS:

1. Corners align and stay left and right.
Nobody runs with motion.
2. Strong Safety align on strong side.

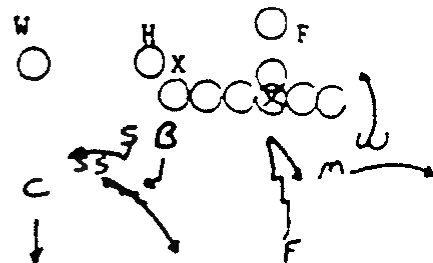
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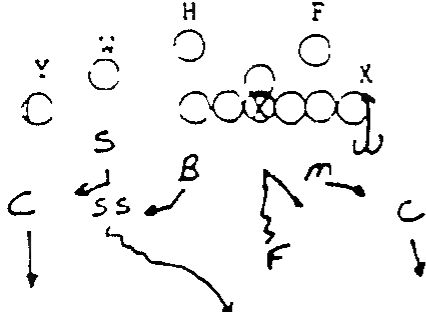
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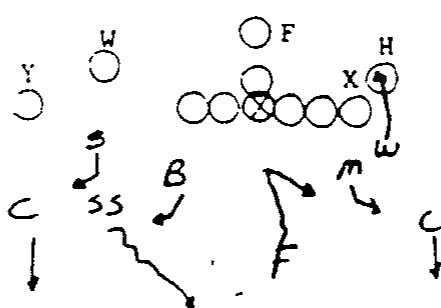
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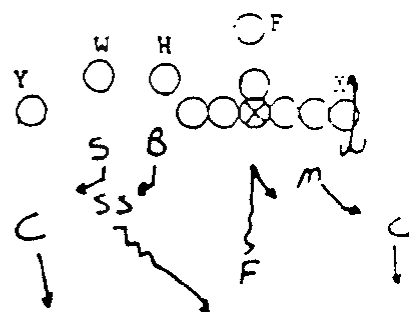
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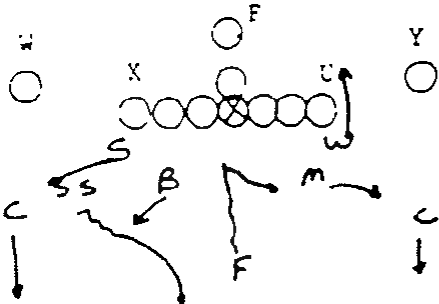
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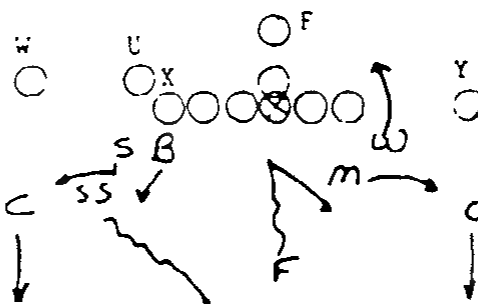
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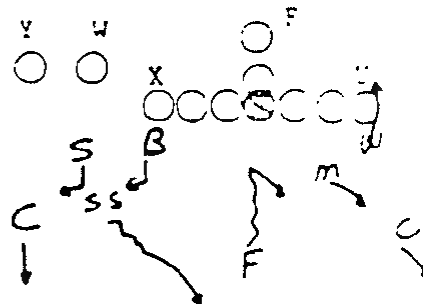
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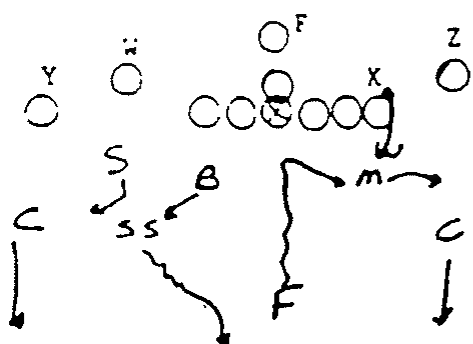
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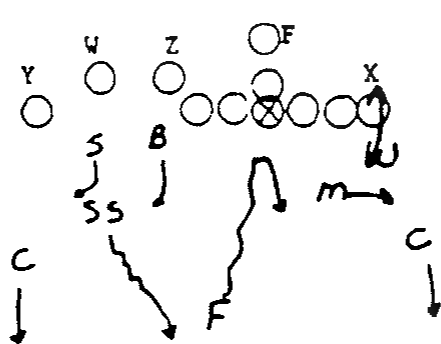
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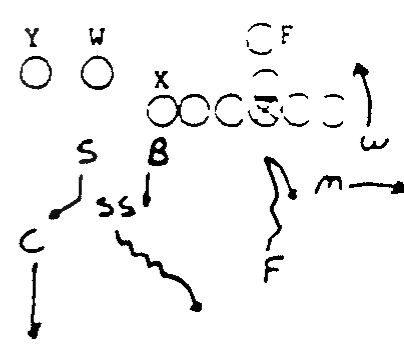
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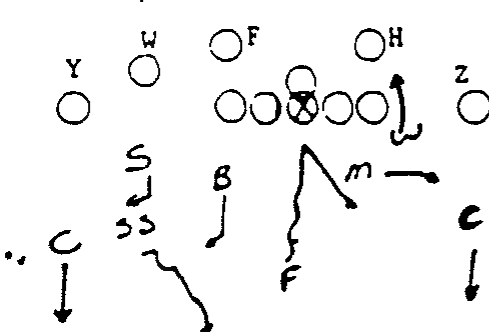
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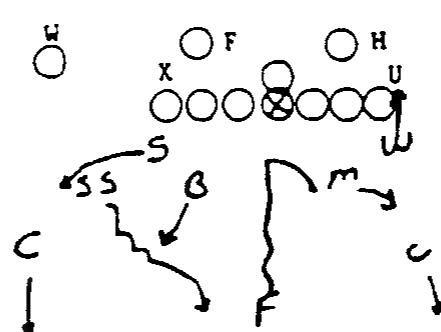
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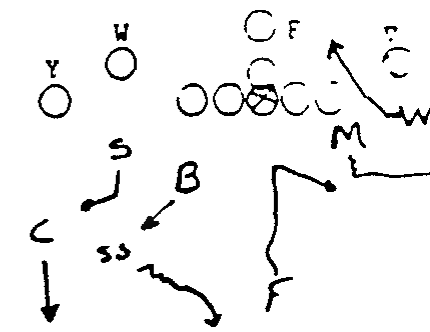
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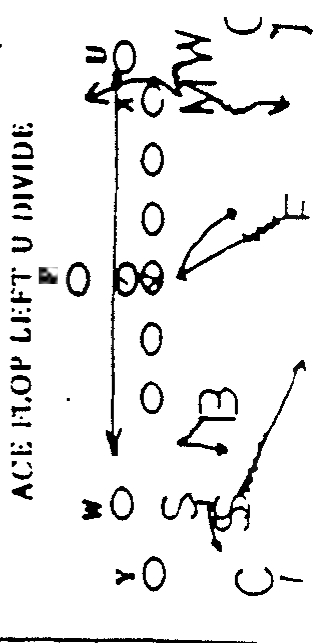
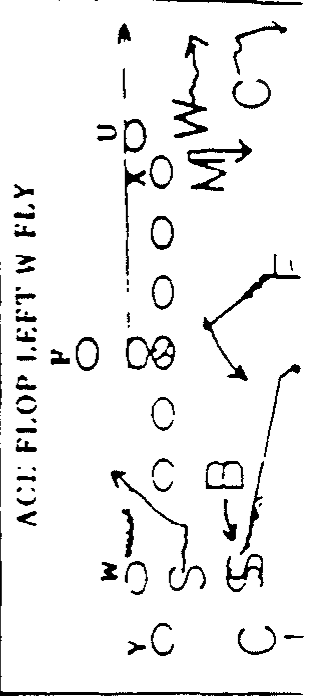
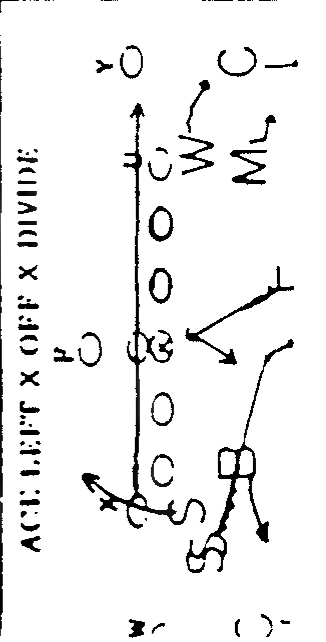
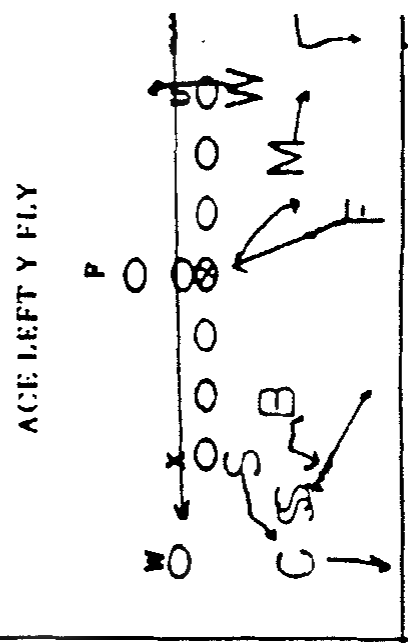
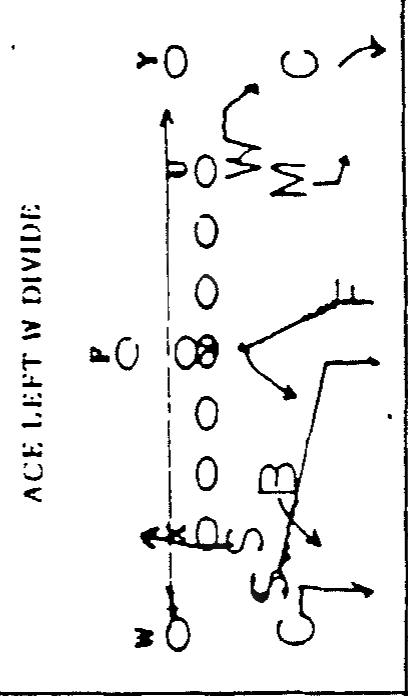
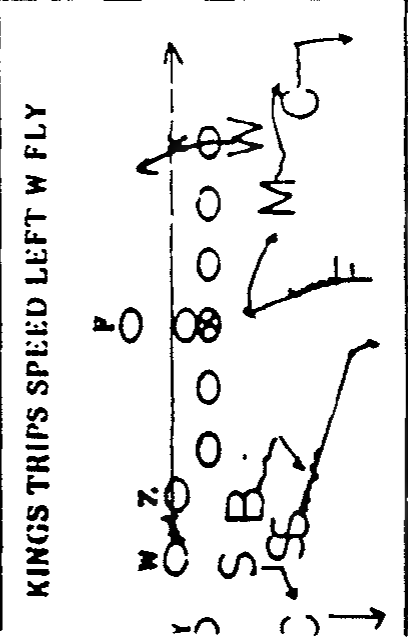
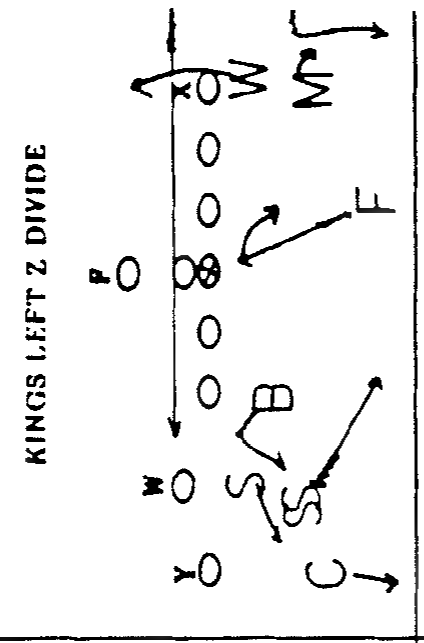
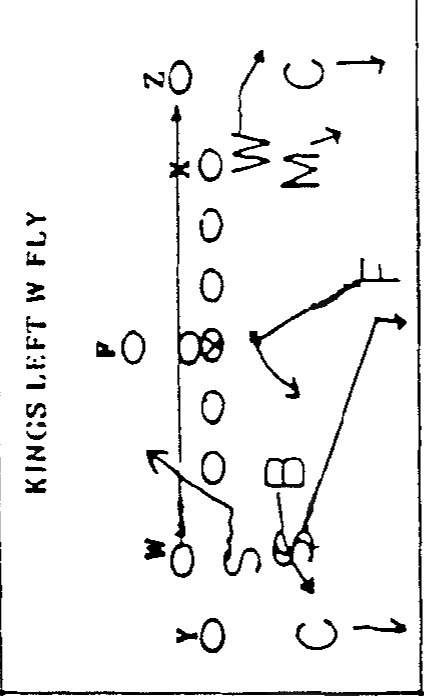
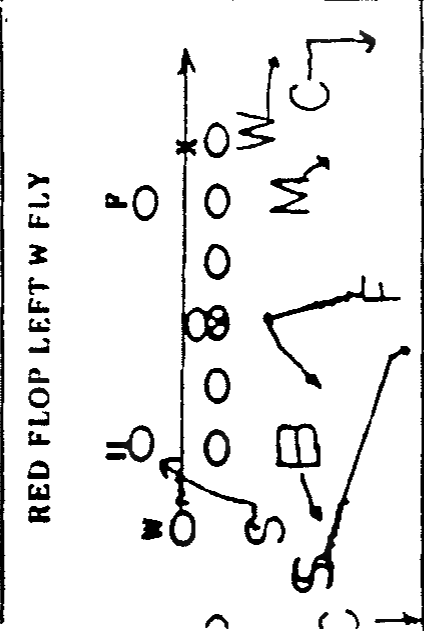
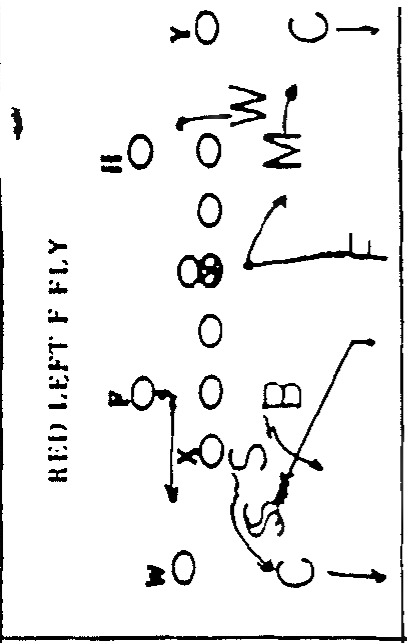
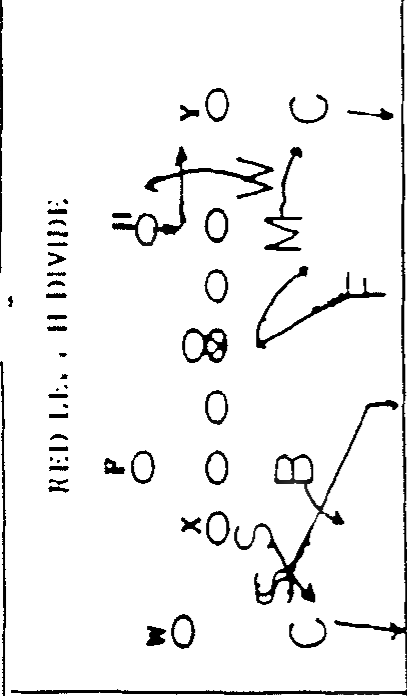
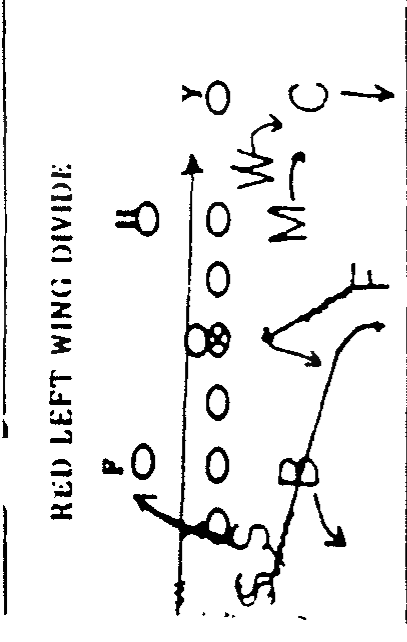


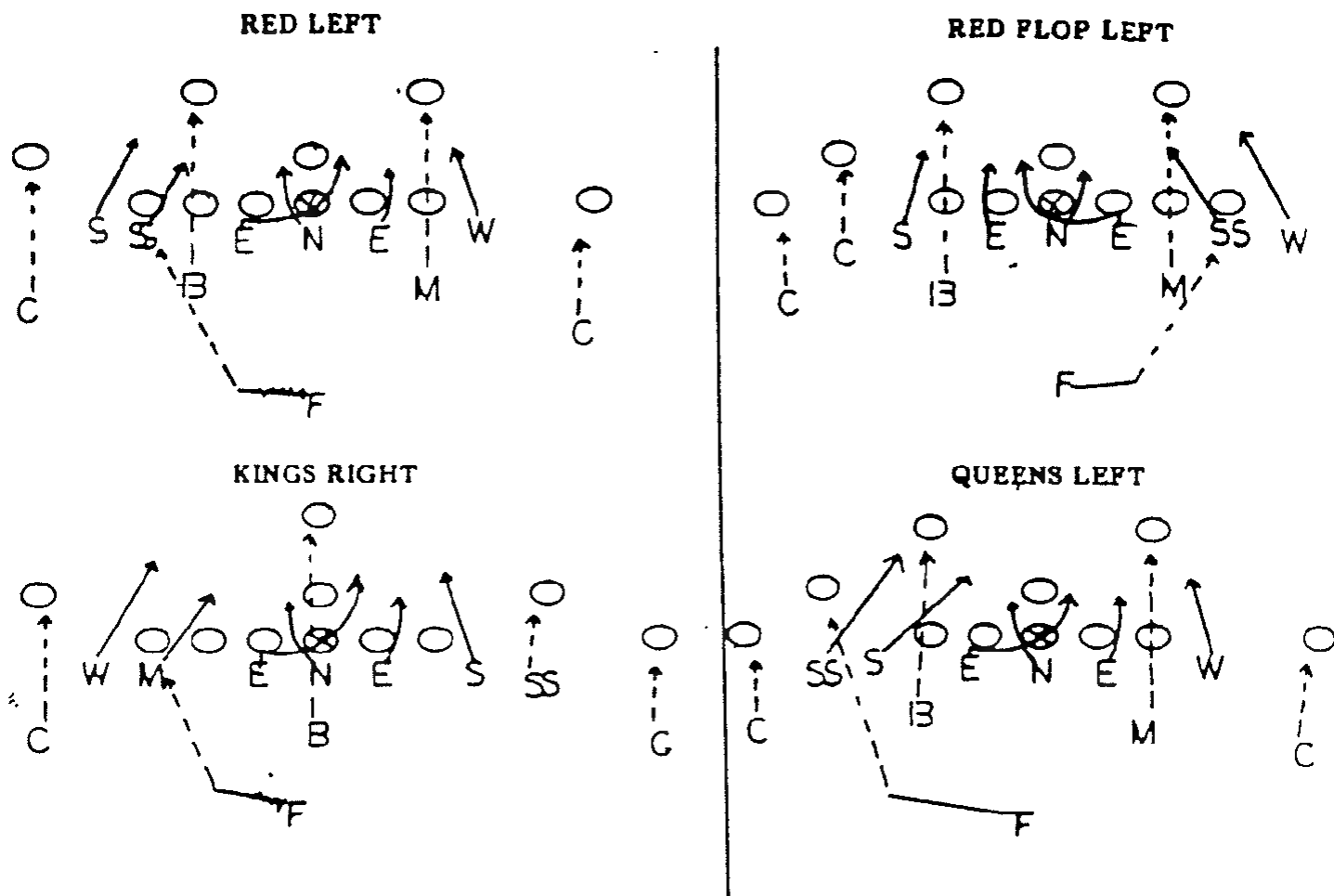
TENS RED LEFT



FLUSH LEFT







On our Bear "X" Blitz we will always Blitz our two OLB's and the defender that is aligned over "X". Sometimes it will be the Strong Safety and other times it will be the Mac Backer. The Nose will Blitz the "1" Gap to the side of "X", and the End on the side of "X" will run a Loop with the Nose.

We will align & adjust to motion exactly like we do on Bear 1 Dog Switch. If two Tight Ends or no Tight Ends in game, we will run Blitz from Strong Side.

Strong Corner	Cover #1 with "0" Technique.
Weak Corner	Cover your man with "0" Technique.
Strong Safety	A. If aligned on "X" - Blitz 5 Gap. B. If aligned away from "X" - "0" cover your man. C. If no TE, or TE is Split out - Blitz outside & Contain.
Sam	Contain Rush. If Blitzing Safety or Mac is aligned outside of you, go inside Back's block.
Buck	"0" Cover your man. Pressure Rush if he blocks.
Mac	A. If aligned on "X" - Blitz 5 Gap. B. If aligned on "X" and "X" is Split - Contain Rush. C. If aligned away from "X" - "0" cover your man & Pressure Rush if he blocks.
Will	Contain Rush - if Blitzing Safety or Mac aligned outside of you, go inside Back's block.
Free Safety	"0" Cover "X". If no TE - "0" cover #2 Strong.
End to X	Run Loop with Nose.
Nose	Blitz 1 Gap to "X" Side.
End away from X	Blitz "3" Gap.

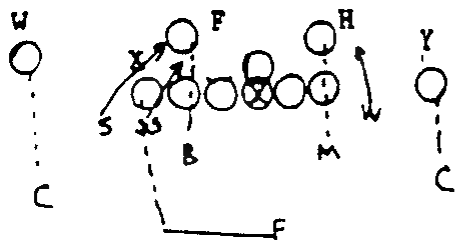
BEAR "X" BLITZ COVER 0

POSITION	RUN RESPONSIBILITY	PASS RESPONSIBILITY
STRONG CORNER	To: Secondary Force Away: Arc	"0" Cover your man
STRONG SAFETY	To: Aligned on "X" - Plug Aligned away from "X" - Sec. Force Away: Arc	If aligned on "X" - Blitz "5" Gap If not on "X" - "0" cover your man If no TE - align on #2 Strong and Blitz outside
FREE SAFETY	Fill	Cover TE If no TE - Cover #2 Strong
WEAK CORNER	Secondary Force	"0" Cover your man
SAM	To: Force If Blitzing LB'er or Safety is outside of you - Plug	Rush - Contain Rush If Blitzing Safety or LB'er is outside of you, go inside Back's block
BUCK	Fast Read to Ball	Two Back Set: Banjo Backs with Mac One Back Set: Cover remaining Back Pressure rush if your man blocks
MAC	Two Back Set: Quick Read One Back Set: Plug if aligned Inside Force if aligned Outside	Two Back Set: Banjo Backs with Buck One Back Set: If aligned on "X", Blitz 5 Gap. If aligned on "X" he is Split - Contain Blitz Aligned away from "X" "0" cover your man
WILL	To: Force If Blitzing LB'er or Safety is outside of you - Plug	Rush - Contain Rush If Blitzing Safety or LB'er is outside of you, go inside Back's block.

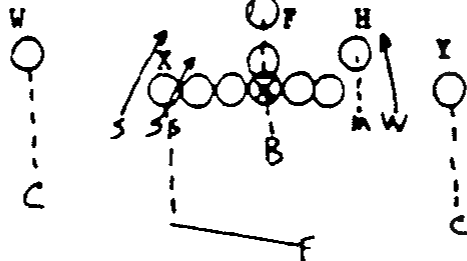
ADJUSTMENTS:

1. We will align and adjust as in Bear 1 Dog Switch.
2. Stay Defense - once aligned, we will run with all motion.
3. If two TE's or no TE's in game, we will Blitz from the strong side.

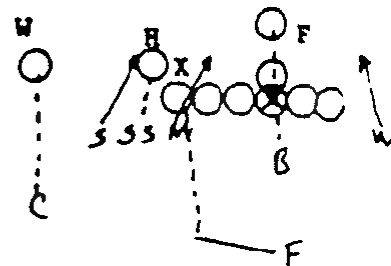
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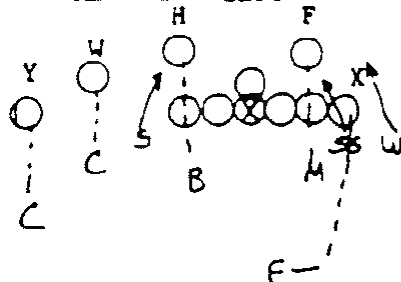
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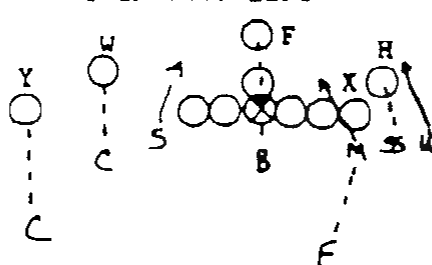
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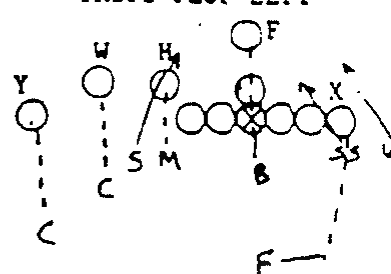
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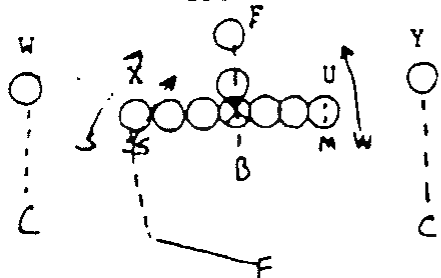
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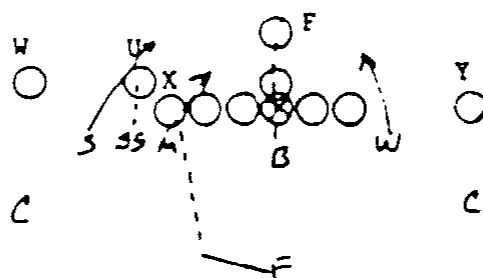
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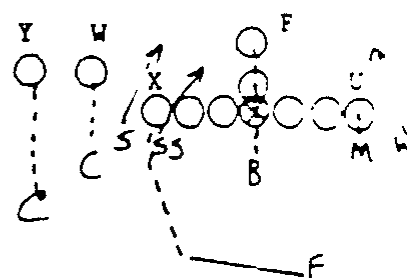
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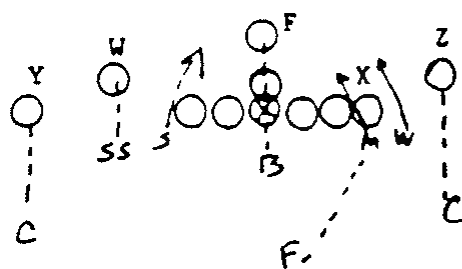
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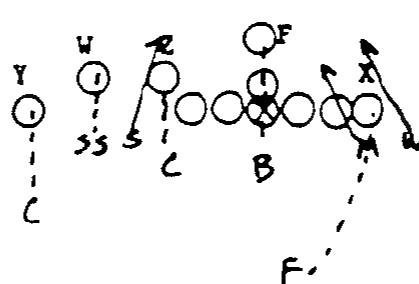
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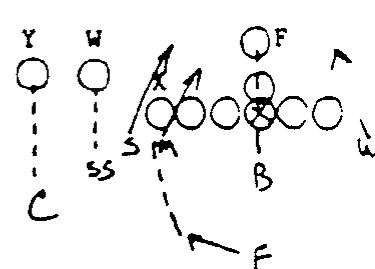
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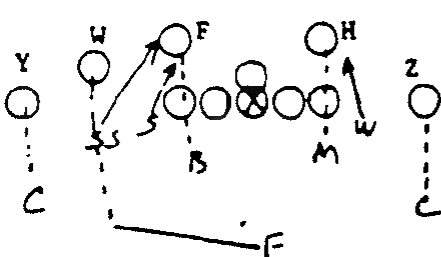
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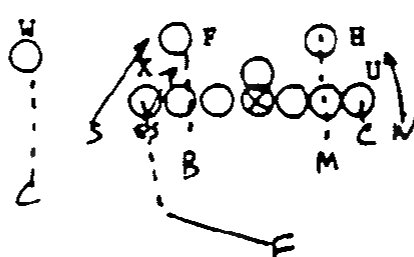
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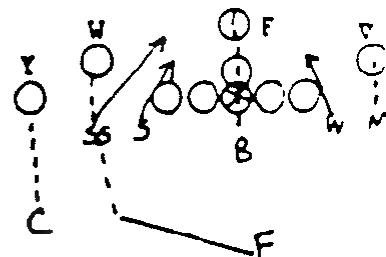
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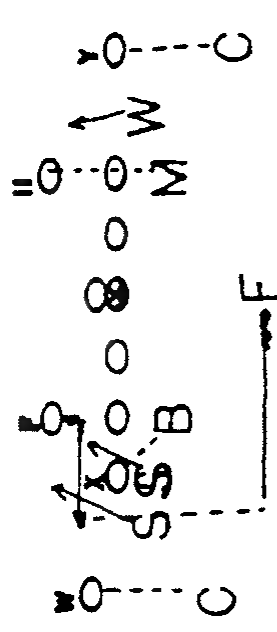
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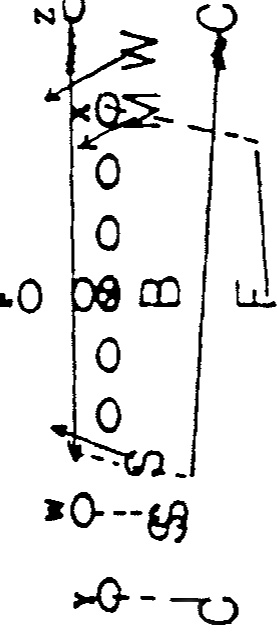
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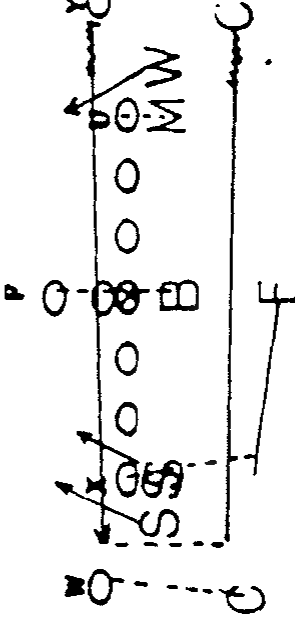
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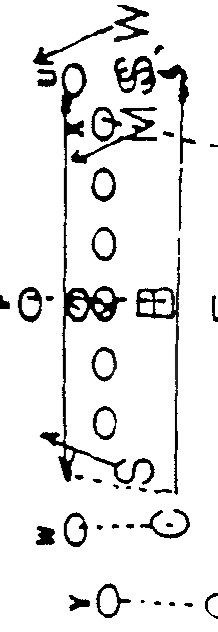
KINGS LEFT 2 DIVIDE

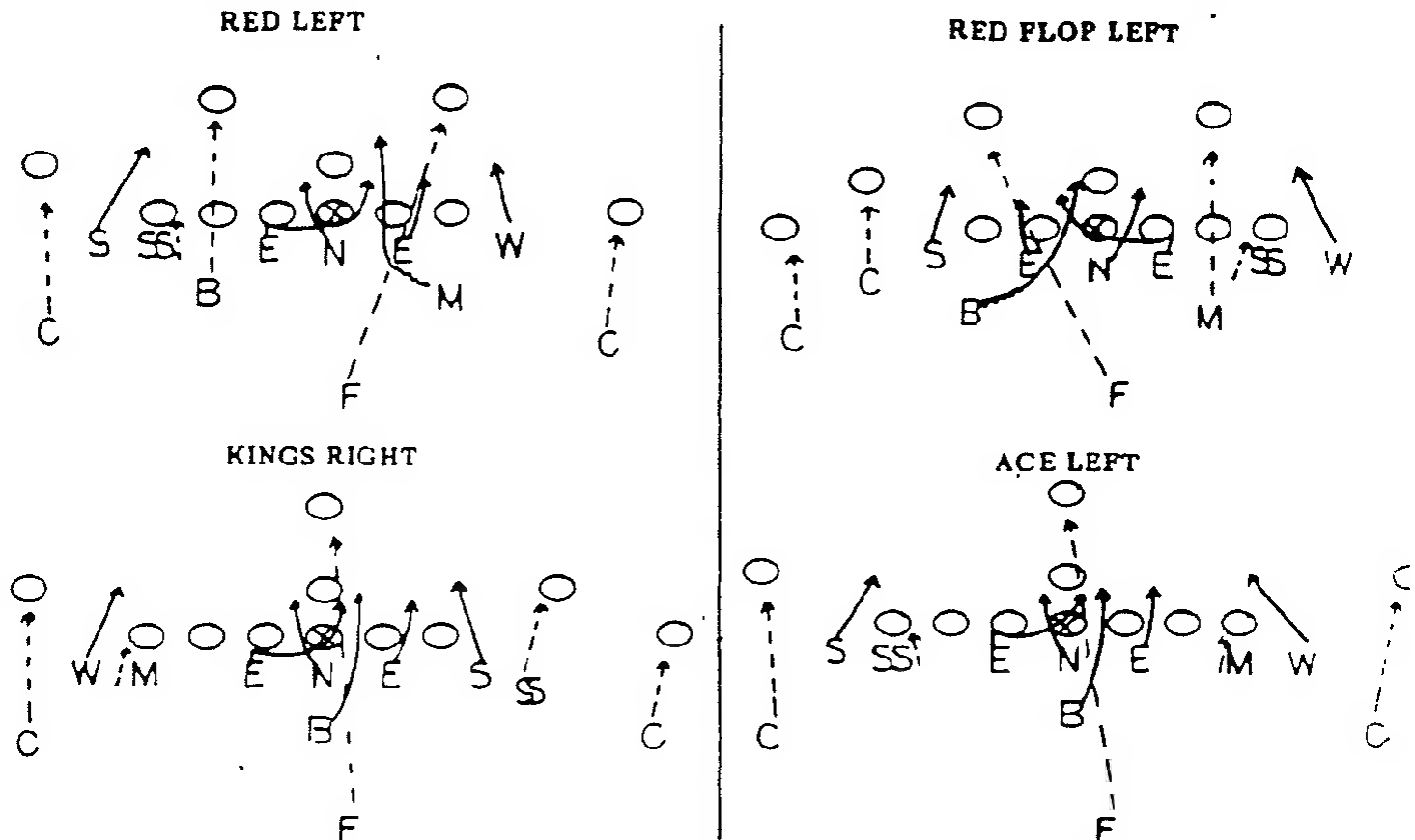


ACE LEFT Y FLY



ACE FLOP LEFT U DIVIDE





On our Bear "Y" Blitz we will always Blitz our Two OLBer's and the Inside Linebacker that is aligned to the Split End side. Sometimes it will be the Mac Backer and other times it will be the Buck Backer. The Nose will Blitz the "1" Gap to the side of "X" and the End on the side of "X" will run a Loop with the Nose.

The ILB that is rushing will always Blitz the 1 Gap to the SE side. If there are two TE's or no TE in game, the ILB will Blitz the 1 Gap to the Weak side. We will align and adjust to motion exactly like we do on Bear 1-Dog Switch.

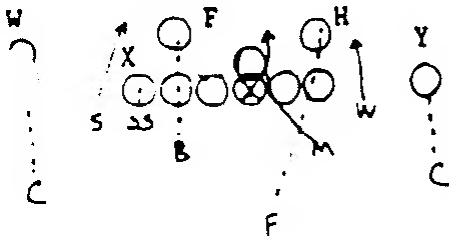
Strong Corner	Cover #1 with "0" Technique.
Weak Corner	Cover your man with "10" Technique.
Strong Safety	"0" Cover your man; if he blocks, Pressure Rush.
Sam	Contain Rush. If Receiver blocks on you, take him to QB.
Buck	A. Two Back Set & aligned to <u>X</u> : Cover first Back to your side or second Back away. Pressure Rush if your man blocks. B. One Back Set, or Two Back Set if aligned to <u>Y</u> : Blitz 1 Gap to Split End Side.
Mac	One Back Set, or Two Back Set & aligned to <u>X</u> : Cover your man with "0" Technique. Pressure Rush if he blocks.
Will	Contain Rush. If Receiver blocks you, take him to QB.
Free Safety	Cover First Back out to SE side or Second Back away. If Two TE's or no TE, Cover #2 Weak. (On all One Back Sets- cover the Backs)
End to X	Run Loop with Nose.
Nose	Blitz 1 Gap to "X" Side.
End away from X	Blitz "3" Gap.

BEAR "Y" BLITZ COVER 10

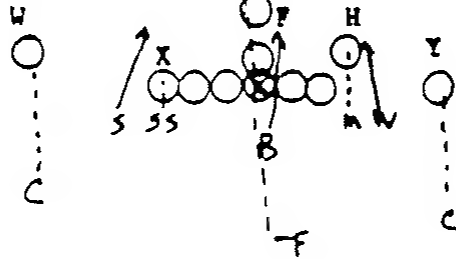
STRONG CORNER	To: Secondary Force Away: Arc	"O" Cover your man
STRONG SAFETY	Aligned Inside - Plug if your man blocks Aligned Outside - Secondary Force	If aligned on "X" - "O" cover him and Pressure Rush if he blocks or If not aligned on "X" - "O" cover #2 Strong
FREE SAFETY	Fill	Two Back Set: Cover 1st Back out to SE side or second Back away. If 2 TE's or no TE's - cover #2 Weak One Back Set: Cover remaining Back
WEAK CORNER	To: Secondary Force Away: Arc	Cover your man with "10" Technique
SAM	Backer Force	Contain Rush If Receiver blocks on you, take him to
BUCK	Two Back Set if aligned to X: Quick Read One Back Set, or Two Back if aligned to Y: Blitz 1 Gap to "Y" Side	Two Back Set if aligned to "X" - Cover Back out to TE side or 2nd Back away One Back Set, or Two Back if aligned to Blitz 1 Gap to SE side. If 2 TE's or no Blitz Weak 1 Gap
MAC	Two Back Set if aligned to X: Quick Read Two Back set if aligned to Y: Blitz 1 Gap to Y side One Back Set: Plug if Inside - Secondary Force if outside	Two Back Set if aligned to "Y" - Blitz 1 to SE side. If 2 TE's or no TE, Blitz Weak 1 Gap. One Back Set, or Two Back if aligned to Cover your man with "10" Technique
WILL	Backer Force	Contain Rush If Receiver blocks you, take him to QB

- ADJUSTMENTS:**
1. We will align and adjust as in Bear 1 Dog Switch.
 2. Stay Defense - once aligned, we will run with all motion.
 3. If two TE's or no TE's, we will Blitz from the Weak side.

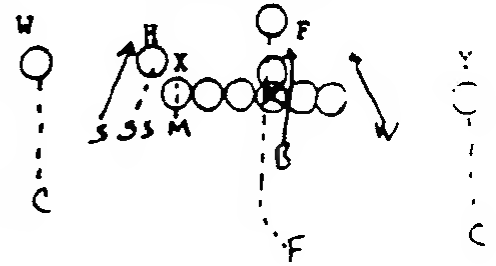
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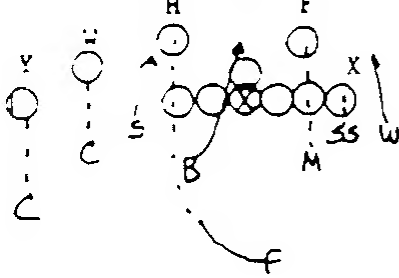
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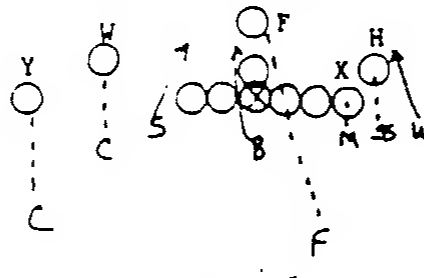
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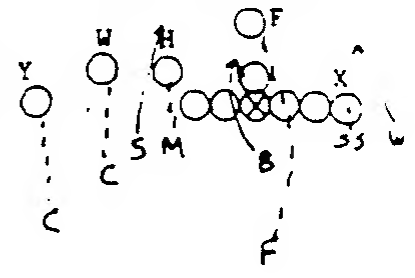
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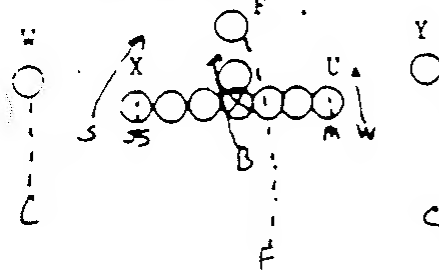
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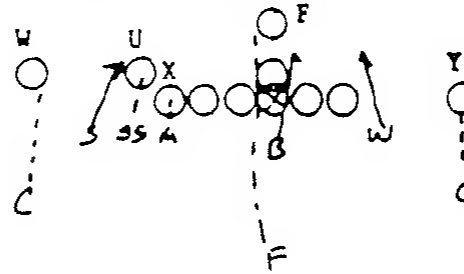
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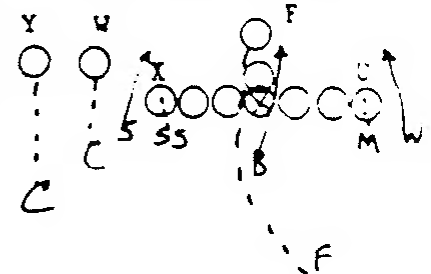
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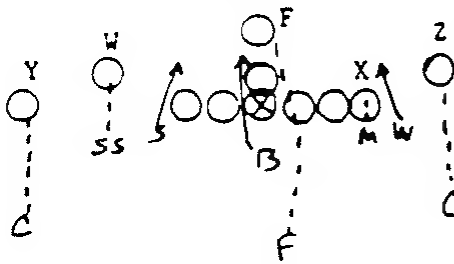
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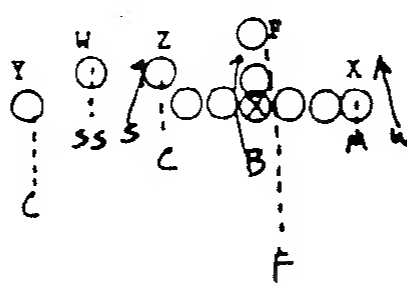
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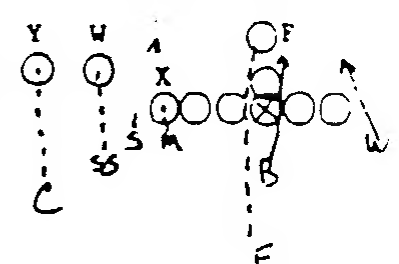
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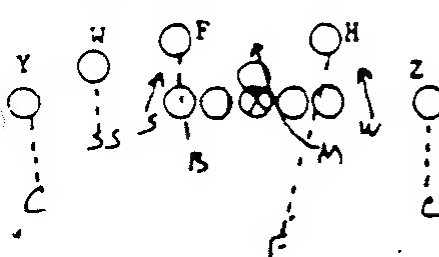
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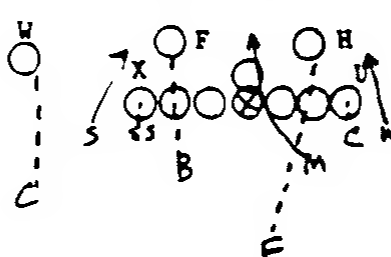
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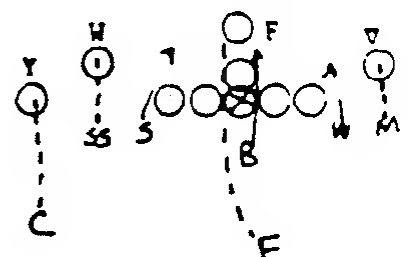
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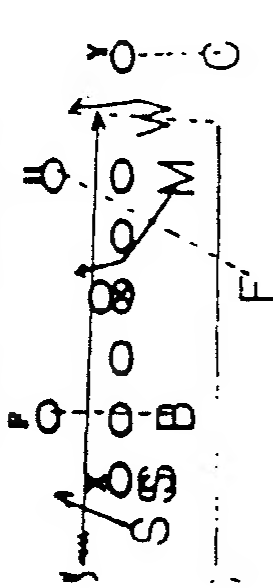
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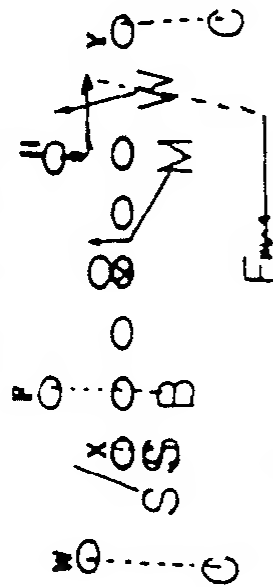
FLUSH LEFT



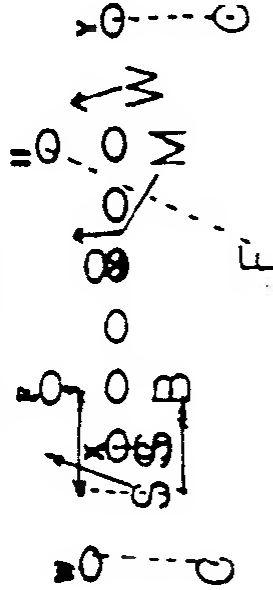
RED LEFT WING DIVIDE



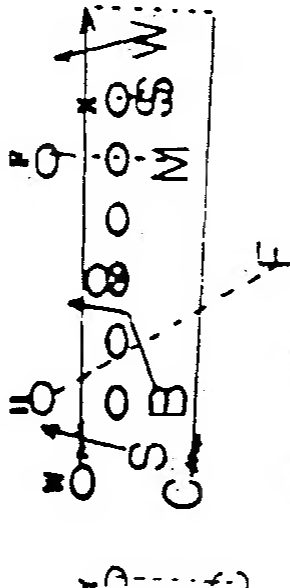
RED LEFT H DIVIDE



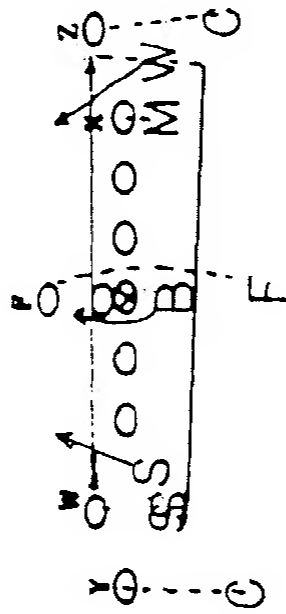
RED LEFT F FLY



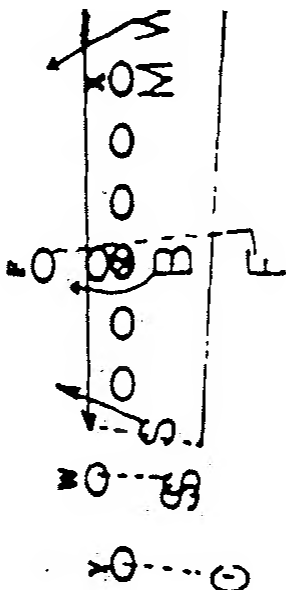
RED FLOP LEFT W FLY



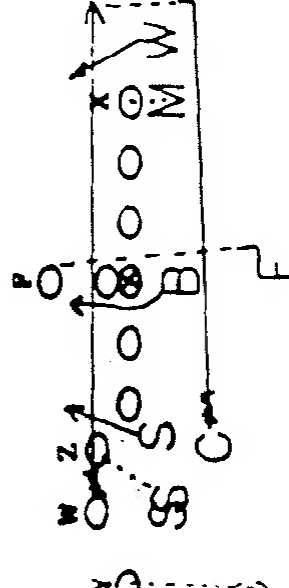
KINGS LEFT W FLY



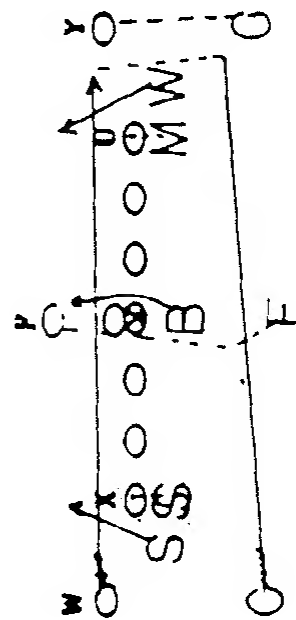
KINGS LEFT Z DIVIDE



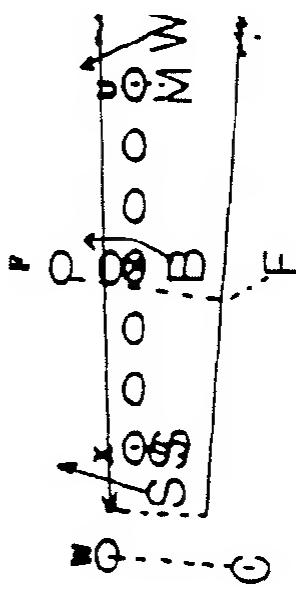
KINGS TRIPS SPEED LEFT W FLY



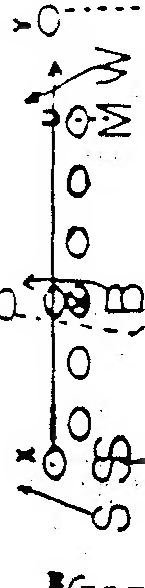
ACE LEFT W DIVIDE



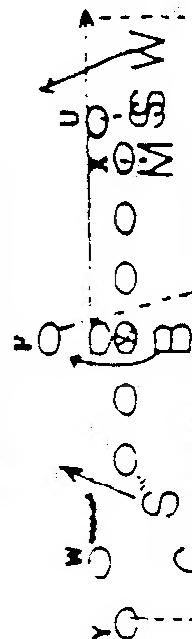
ACE LEFT Y FLY



ACE LEFT X OFF X DIVIDE



ACE FLOP LEFT W FLY



ACE FLOP LEFT U DIVIDE

